

Fig. 1a

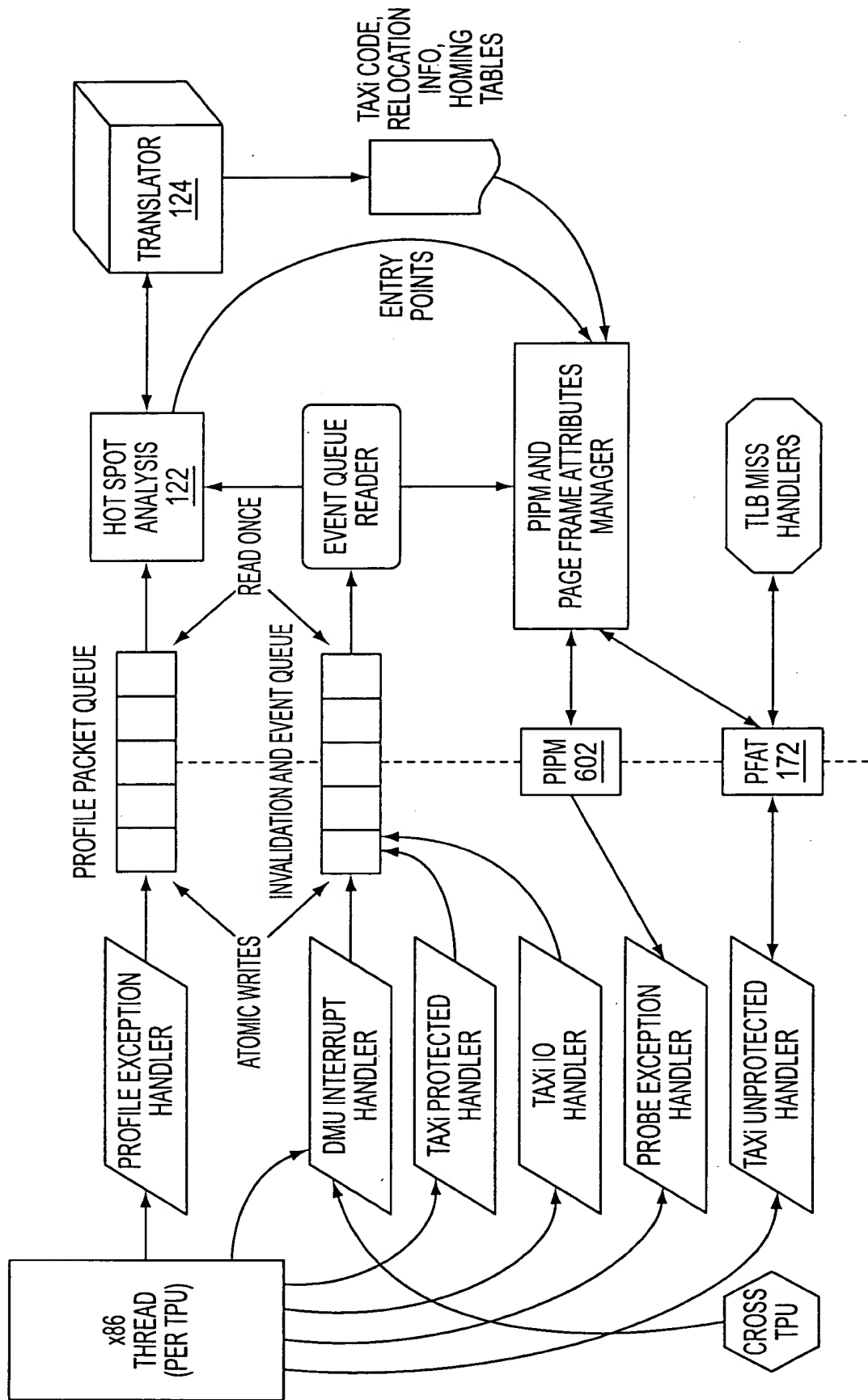


FIG. 1B



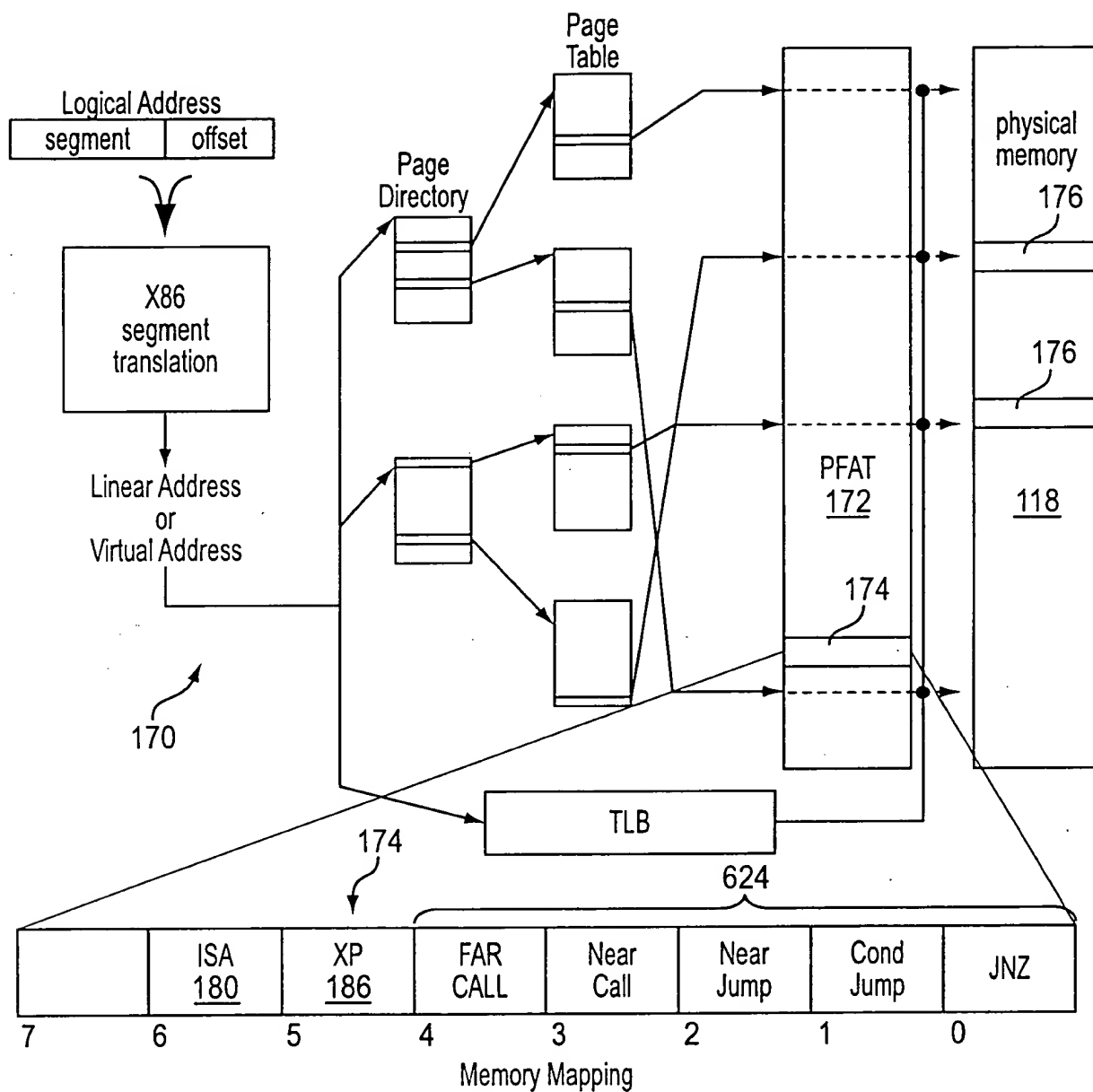


FIG. 1D

000260" 42422960

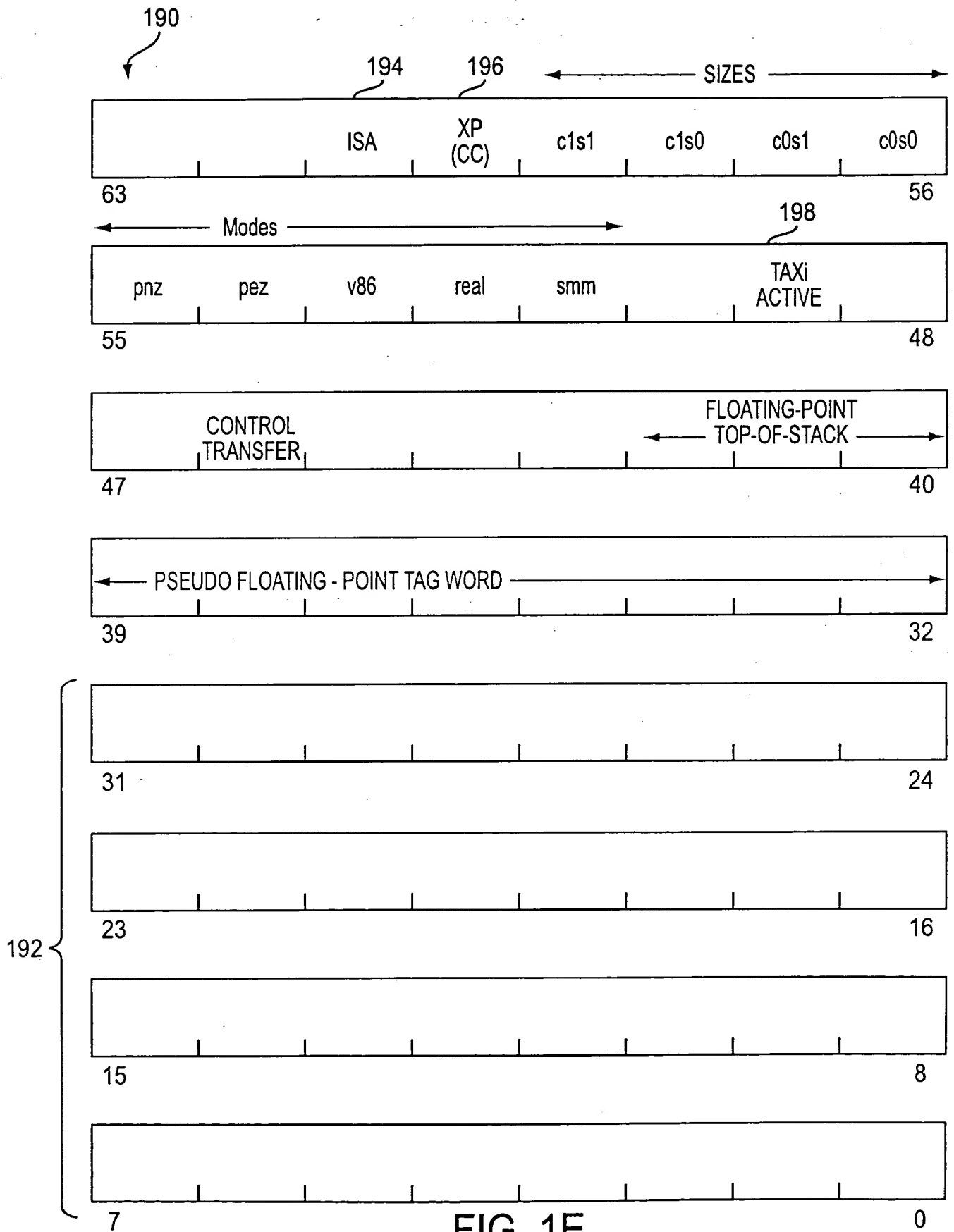


FIG. 1E

204	TRANSITION (SOURCE => DEST) ISA & CC PROPERTY VALUES	HANDLER ACTION
212	00 => 00	NO TRANSITION EXCEPTION
214	00 => 01	VECT_xxx_X86_CC EXCEPTION - HANDLER CONVERTS FROM NATIVE TO x86 CONVENTIONS
216	00 => 1x	VECT_xxx_X86_CC EXCEPTION - HANDLER CONVERTS FROM NATIVE x86 CONVENTIONS, SETS UP EXPECTED EMULATOR AND PROFILING STATE
218	01 => 00	VECT_xxx_TAP_CC EXCEPTION - HANDLER CONVERTS FROM x86 TO NATIVE CONVENTIONS
220	01 => 01	NO TRANSITION EXCEPTION
222	01 => 1x	VECT_X86_ISA EXCEPTION [CONDITIONAL BASED ON PCW.X86_ISA_ENABLE FLAG] - SETS UP EXPECTED EMULATOR AND PROFILING STATE
224	1x => 00	VECT_xxx_TAP_CC EXCEPTION - HANDLER CONVERTS FROM x86 TO NATIVE CONVENTIONS
226	1x => 01	VECT_TAP_ISA EXCEPTION [CONDITIONAL BASED PCW.TAP_ISA_ENABLE FLAG] - NO CONVENTION CONVERSION NECESSARY
228	1x => 10	NO TRANSITION EXCEPTION - [PROFILE COMPLETE POSSIBLE, PROBE POSSIBLE]
230	1x => 11	NO TRANSITION EXCEPTION - [PROFILE COMPLETE POSSIBLE, PROBE NOT POSSIBLE]

	NAME	DESCRIPTION	TYPE
242	VECT_call_X86_CC	PUSH ARGS, RETURN ADDRESS, SET UP x86 STATE	FAULT ON TARGET INSTRUCTION
244	VECT_jump_X86_CC	SET UP x86 STATE	FAULT ON TARGET INSTRUCTION
246	VECT_ret_no_fp_X86_CC	RETURN VALUE TO EAX:EDX, SET UP x86 STATE	FAULT ON TARGET INSTRUCTION
248	VECT_ret_fp_X86_CC	RETURN VALUE TO x86 FP STACK, SET UP x86 STATE	FAULT ON TARGET INSTRUCTION
250	VECT_call_TAP_CC	x86 STACK ARGS, RETURN ADDRESS TO REGISTERS	FAULT ON TARGET INSTRUCTION
252	VECT_jump_TAP_CC	x86 STACK ARGS TO REGISTERS	FAULT ON TARGET INSTRUCTION
254	VECT_ret_no_fp_TAP_CC	RETURN VALUE TO RV0	FAULT ON TARGET INSTRUCTION
256	VECT_ret_any_TAP_CC	RETURN TYPE UNKNOWN, SETUP RV0 AND RVDP	FAULT ON TARGET INSTRUCTION

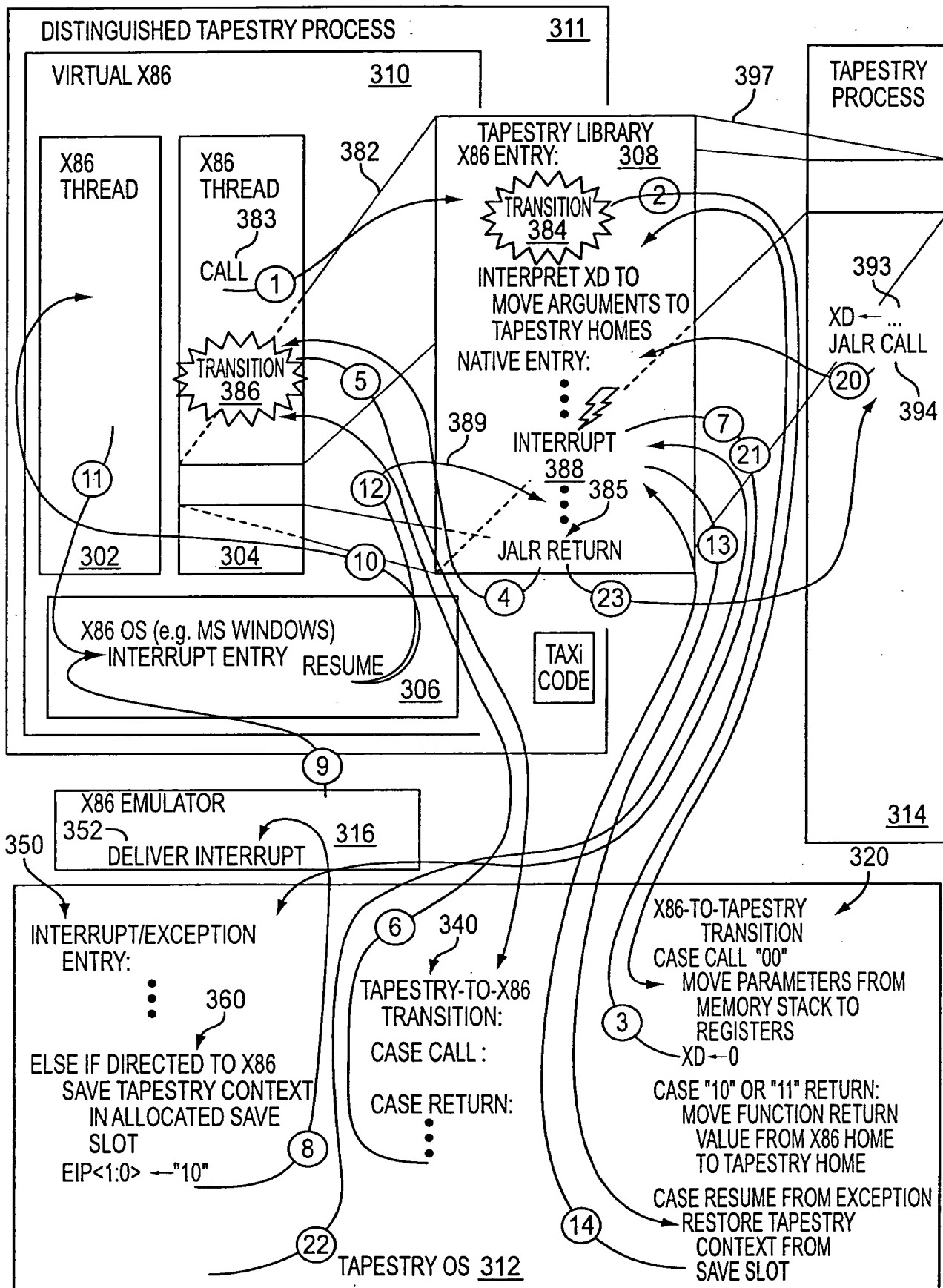


FIG. 3A

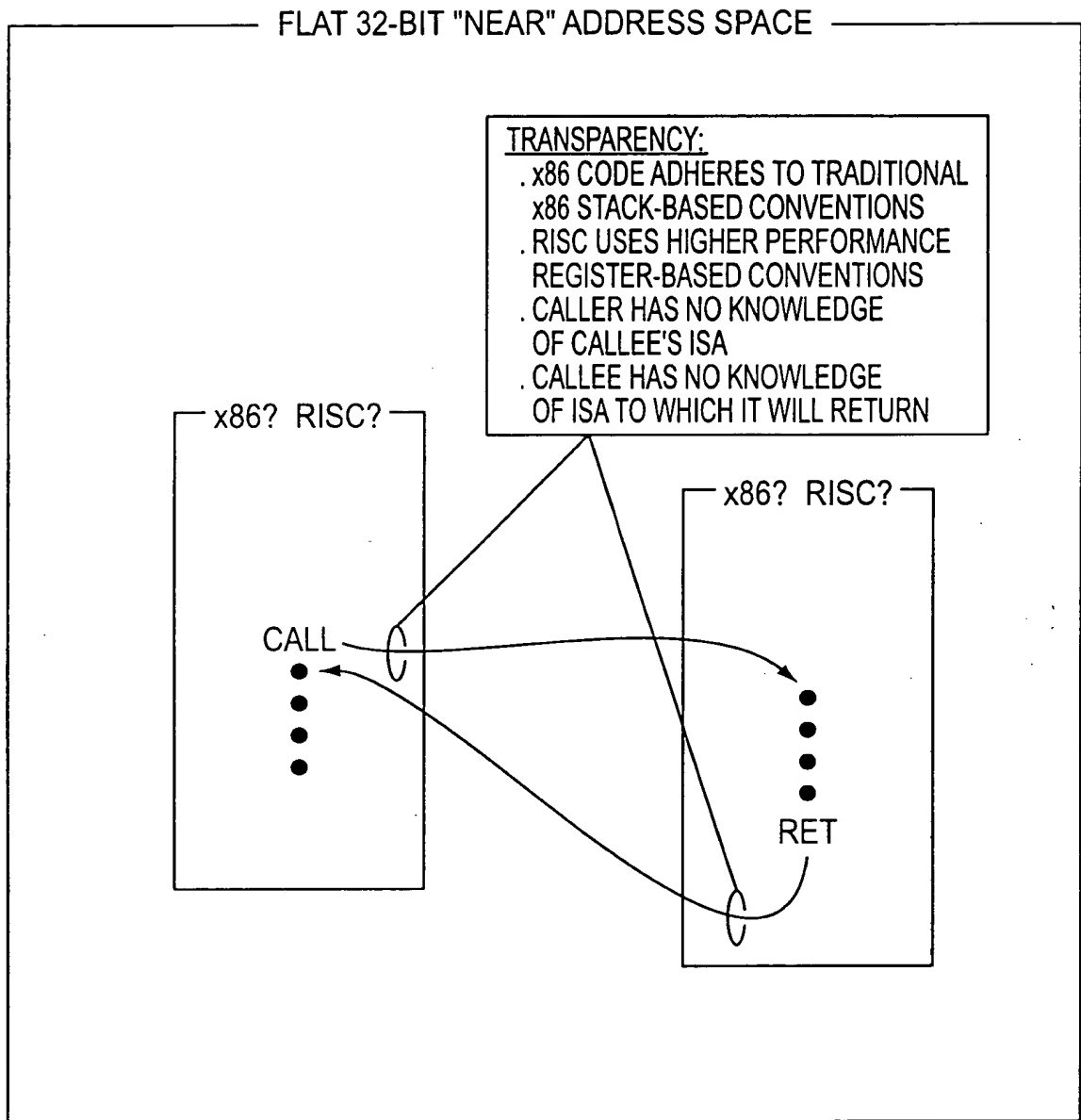


FIG. 3B



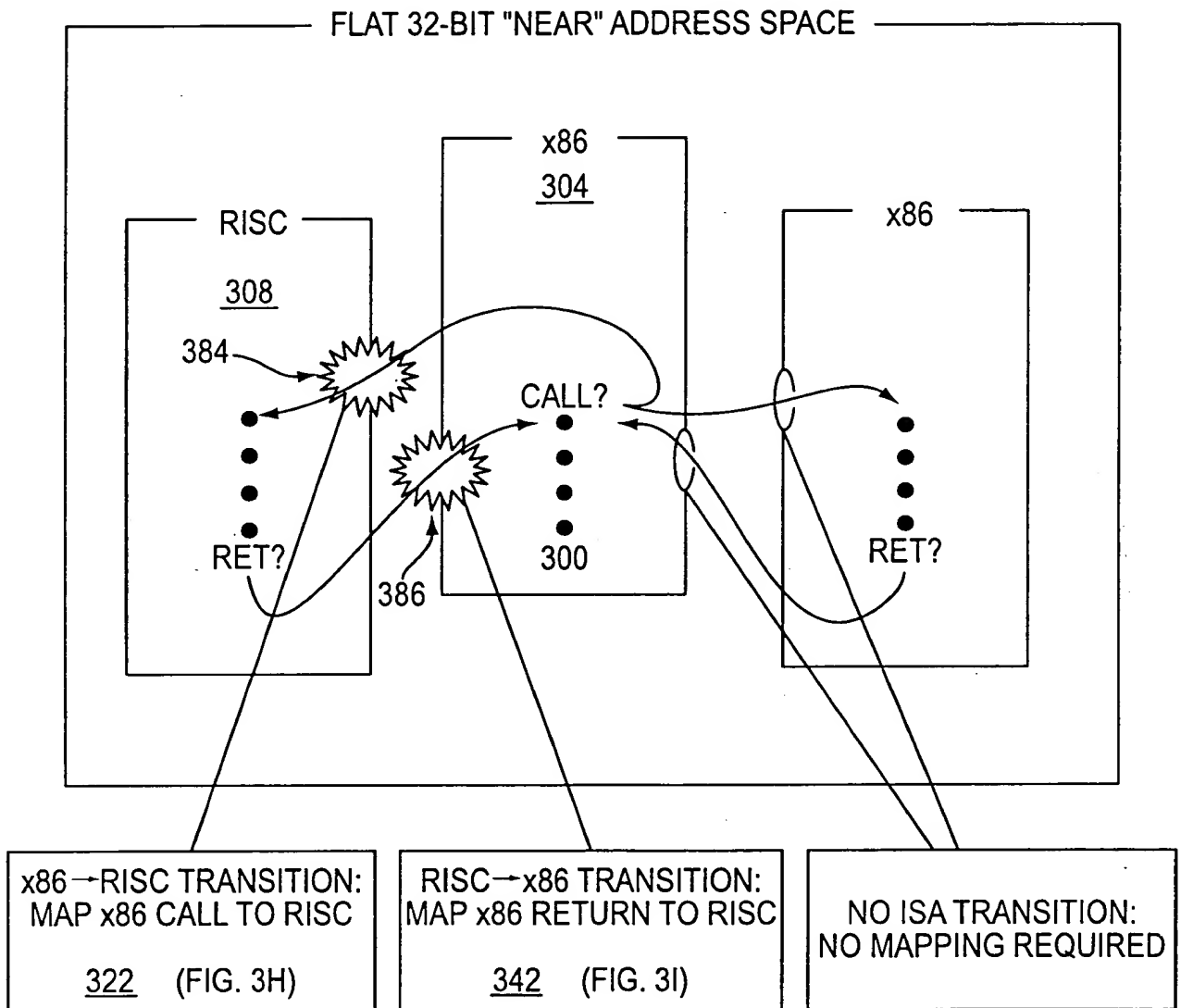


FIG. 3C

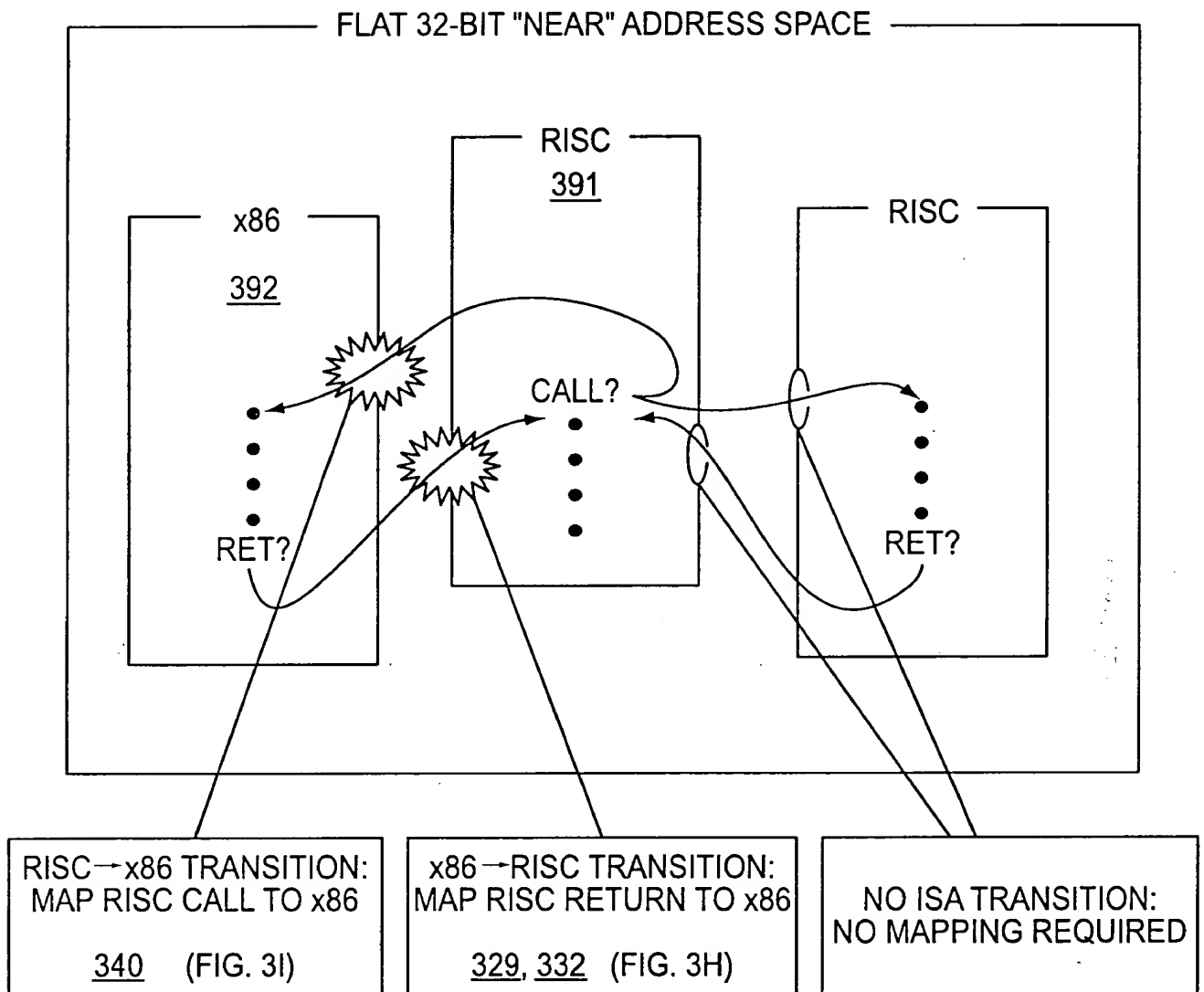


FIG. 3D

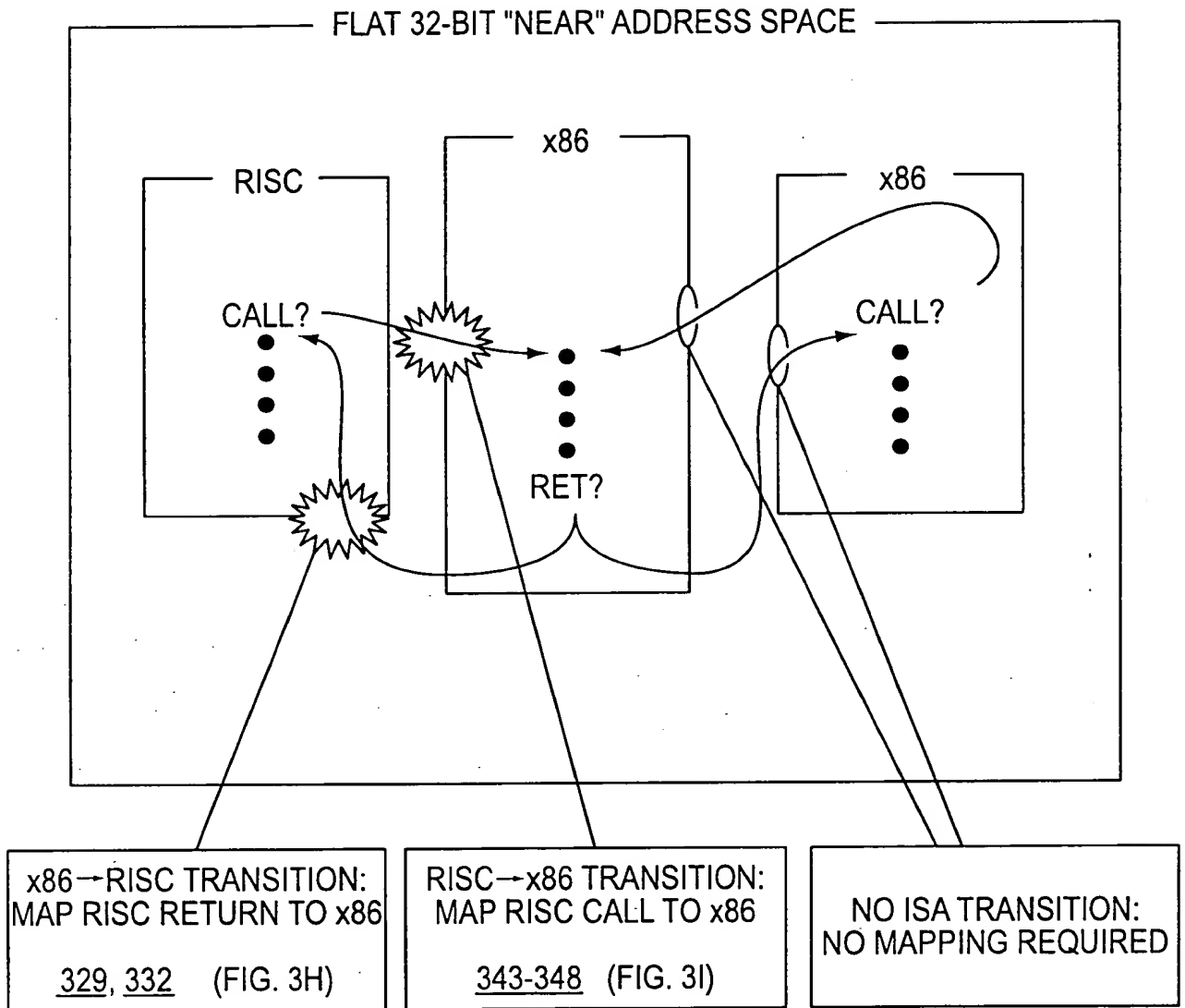


FIG. 3E

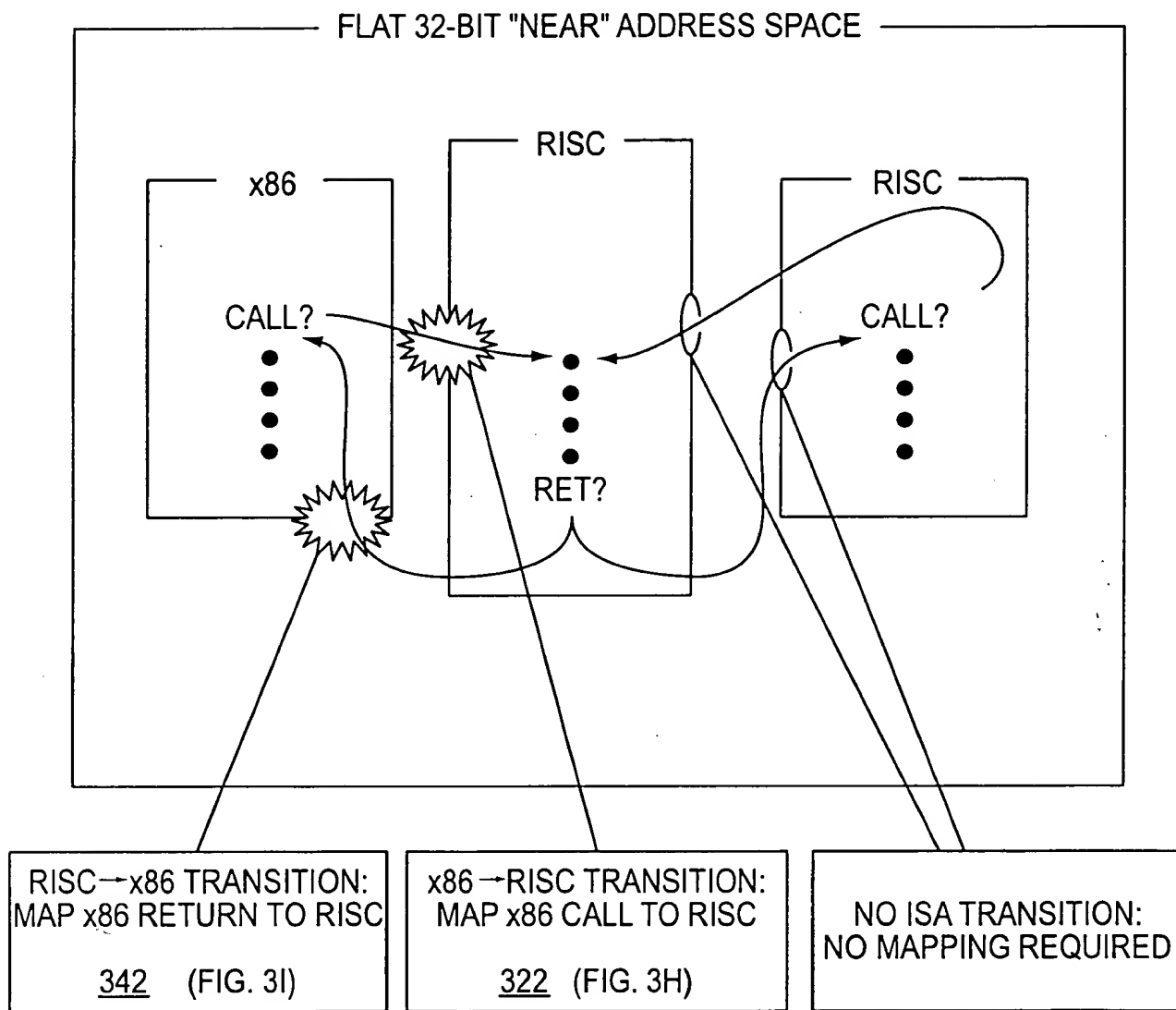


FIG. 3F

008260" 4242960

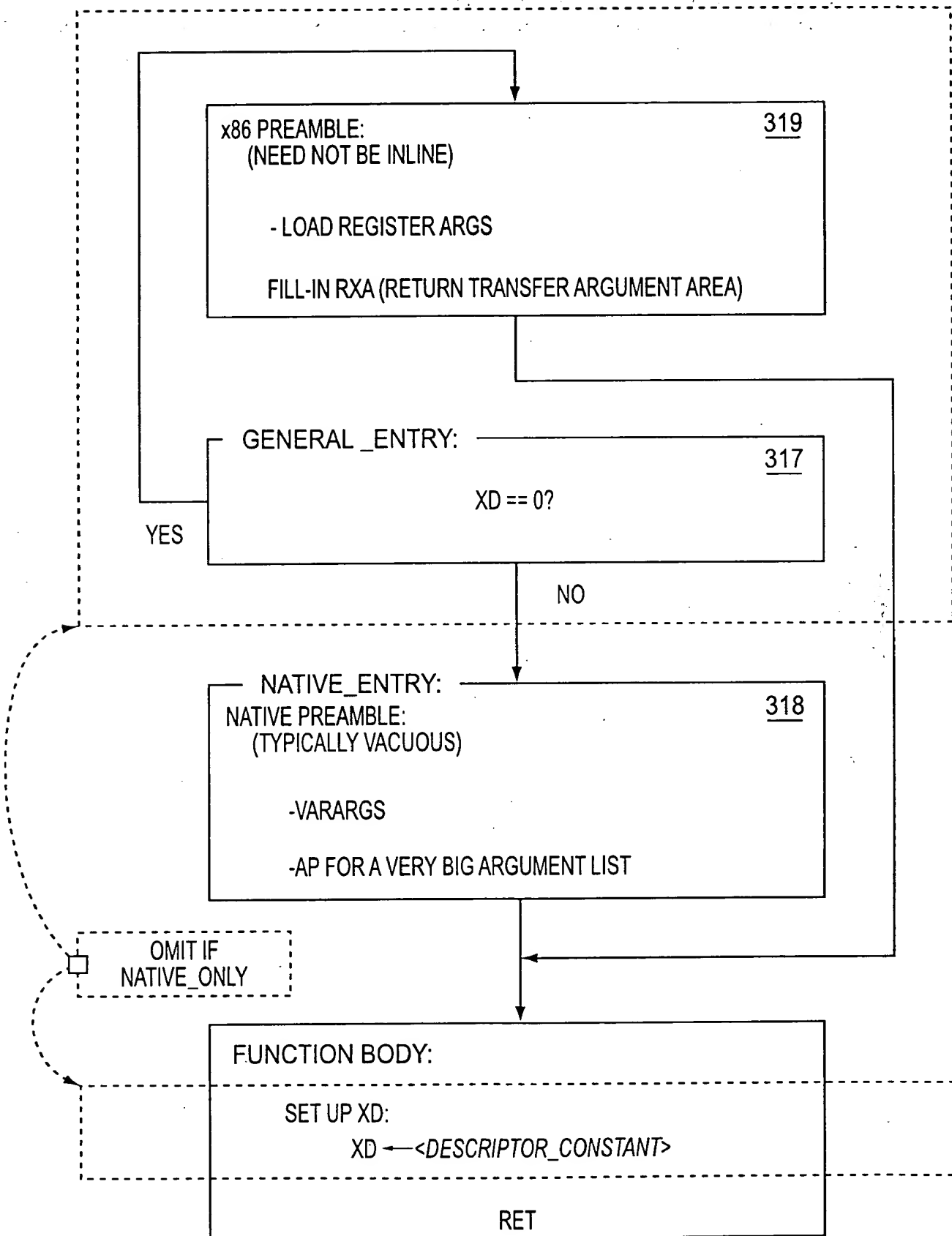


FIG. 3G

# X86-to Tapestry transition exception handler

// This handler is entered under the following conditions:

// 1. An x86 caller invokes a native function

// 2. An x86 function returns to a native caller

// 3. x86 software returns to or resumes an interrupted native function following

// an external asynchronous interrupt, a processor exception, or a context switch

321

dispatch on the two least-significant bits of the destination address {

case "00" // calling a native subprogram

// copy linkage and stack frame information and call parameters from the memory

// stack to the analogous Tapestry registers

LR ← [SP++] // set up linkage register 323

AP ← SP // address of first argument 324

SP ← SP - 8 // allocate return transfer argument area 326

SP ← SP & (-32) // round the stack pointer down to a 0 mod 32 boundary 327

XD ← 0 // inform callee that caller uses X86 calling conventions 328

case "01" // resuming an X86 thread suspended during execution of a native routine

if the redundant copies of the save slot number in EAX and EDX do not match or if

the redundant copies of the timestamp in EBX:ECX and ESI:EDI do not match { 371

// some form of bug or thread corruption has been detected

goto TAPESTRY\_CRASH\_SYSTEM( thread-corruption-error-code ) 372

} save the EBX:ECX timestamp in a 64-bit exception handler temporary register 373

(this will not be overwritten during restoration of the full native context)

use save slot number in EAX to locate actual save slot storage 374

restore full entire native context (includes new values for all x86 registers) 375

if save slot's timestamp does not match the saved timestamp { 376

// save slot has been reallocated; save slot exhaustion has been detected

goto TAPESTRY\_CRASH\_SYSTEM( save-slot-overwritten-error-code ) 377

} free the save slot 378

case "10" // returning from X86 callee to native caller, result already in registers

RV0<63:32> ← edx<31:00> // in case result is 64 bits 333

convert the FP top-of-stack value from 80 bit X86 form to 64-bit form in RVDP 334

SP ← ESI // restore SP from time of call 337

case "11" // returning from X86 callee to native caller, load large result from memory

RV0..RV3 ← load 32 bytes from [ESI-32] // (guaranteed naturally aligned) 330

SP ← ESI // restore SP from time of call 337

} EPC ← EPC & -4 // reset the two low-order bits to zero 336

RFE 338

FIG. 3H

## Tapestry-to-X86 transition exception handler

// This handler is entered under the following conditions:

// 1. a native caller invokes an x86 function

// 2. a native function returns to an x86 caller

switch on XD<3:0> { 341

XD\_RET\_FP: // result type is floating point  
FO/FI ← FINFLATE.de( RVDP) // X86 FP results are 80 bits  
SP ← from RXA save // discard RXA, pad, args  
FPCW ← image after FINIT & push // FP stack has 1 entry  
goto EXIT

XD\_RET\_WRITEBACK: // store result to @RVA, leave RVA in eax  
RVA ← from RXA save // address of result area  
copy decode(XD<8:4>) bytes from RV0..RV3 to [RVA]  
eax ← RVA // X86 expects RVA in eax  
SP ← from RXA save // discard RXA, pad, args  
FPCW ← image after FINIT // FP stack is empty  
goto EXIT

XD\_RET\_SCALAR: // result in eax:edx  
edx<31:00> ← eax<63:32> // in case result is 64 bits  
SP ← from RXA save // discard RXA, pad, args  
FPCW ← image after FINIT // FP stack is empty  
goto EXIT

XD\_CALL\_HIDDEN\_TEMP: // allocate 32 byte aligned hidden temp 343  
esi ← SP // stack cut back on return  
SP ← SP - 32 // allocate max size temp 344  
RVA ← SP // RVA consumed later by RR  
LR<1:0> ← "11" // flag address for return & reload 345  
goto CALL\_COMMON

default: // remaining XD\_CALL\_xxx encodings  
esi ← SP // stack cut back on return 343  
LR<1:0> ← "10" // flag address for return 346

CALL\_COMMON: 347  
interpret XD to push and/or reposition args 347  
[--SP] ← LR // push LR as return address 348  
EXIT: 348  
setup emulator context and profiling ring buffer pointer

} RFE 349 // to original target

FIG. 31

interrupt/exception handler of Tapestry operating system:

// Control vectors here when a synchronous exception or asynchronous interrupt is to be  
// exported to / manifested in an x86 machine.

// The interrupt is directed to something within the virtual X86, and thus there is a possibility  
// that the X86 operating system will context switch. So we need to distinguish two cases:  
// either the running process has only X86 state that is relevant to save, or  
// there is extended state that must be saved and associated with the current machine context  
// (e.g., extended state in a Tapestry library call in behalf of a process managed by X86 OS)  
if execution was interrupted in the converter - EPC.ISA == X86 {

// no dependence on extended/native state possible, hence no need to save any } 351  
goto EM86\_Deliver\_Interrupt( interrupt-byte )

} else if EPC.Taxi\_Active {

// A Taxi translated version of some X86 code was running. Taxi will rollback to an  
// x86 instruction boundary. Then, if the rollback was induced by an asynchronous external  
// interrupt, Taxi will deliver the appropriate x86 interrupt. Else, the rollback was induced  
// by a synchronous event so Taxi will resume execution in the converter, retriggering the  
// exception but this time with EPC.ISA == X86  
goto TAXi\_Rollback( asynchronous-flag, interrupt-byte ) } 353

} else if EPC.EM86 {

// The emulator has been interrupted. The emulator is coded to allow for such  
// conditions and permits re-entry during long running routines (e.g. far call through a gate)  
// to deliver external interrupts  
goto EM86\_Deliver\_Interrupt( interrupt-byte ) } 354

} else {

// This is the most difficult case - the machine was executing native Tapestry code on  
// behalf of an X86 thread. The X86 operating system may context switch. We must save  
// all native state and be able to locate it again when the x86 thread is resumed.

361  
allocate a free save slot; if unavailable free the save slot with oldest timestamp and try again  
save the entire native state (both the X86 and the extended state) } 362

save the X86 EIP in the save slot

overwrite the two low-order bits of EPC with "01" (will become X86 interrupt EIP) } 363

store the 64-bit timestamp in the save slot, in the X86 EBX:ECX register pair (and,  
for further security, store a redundant copy in the X86 ESI:EDI register pair) } 364

store the a number of the allocated save slot in the X86 EAX register (and, again for  
further security, store a redundant copy in the X86 EDX register) } 365

goto EM86\_Deliver\_Interrupt( interrupt-byte )

}

369

FIG. 3J





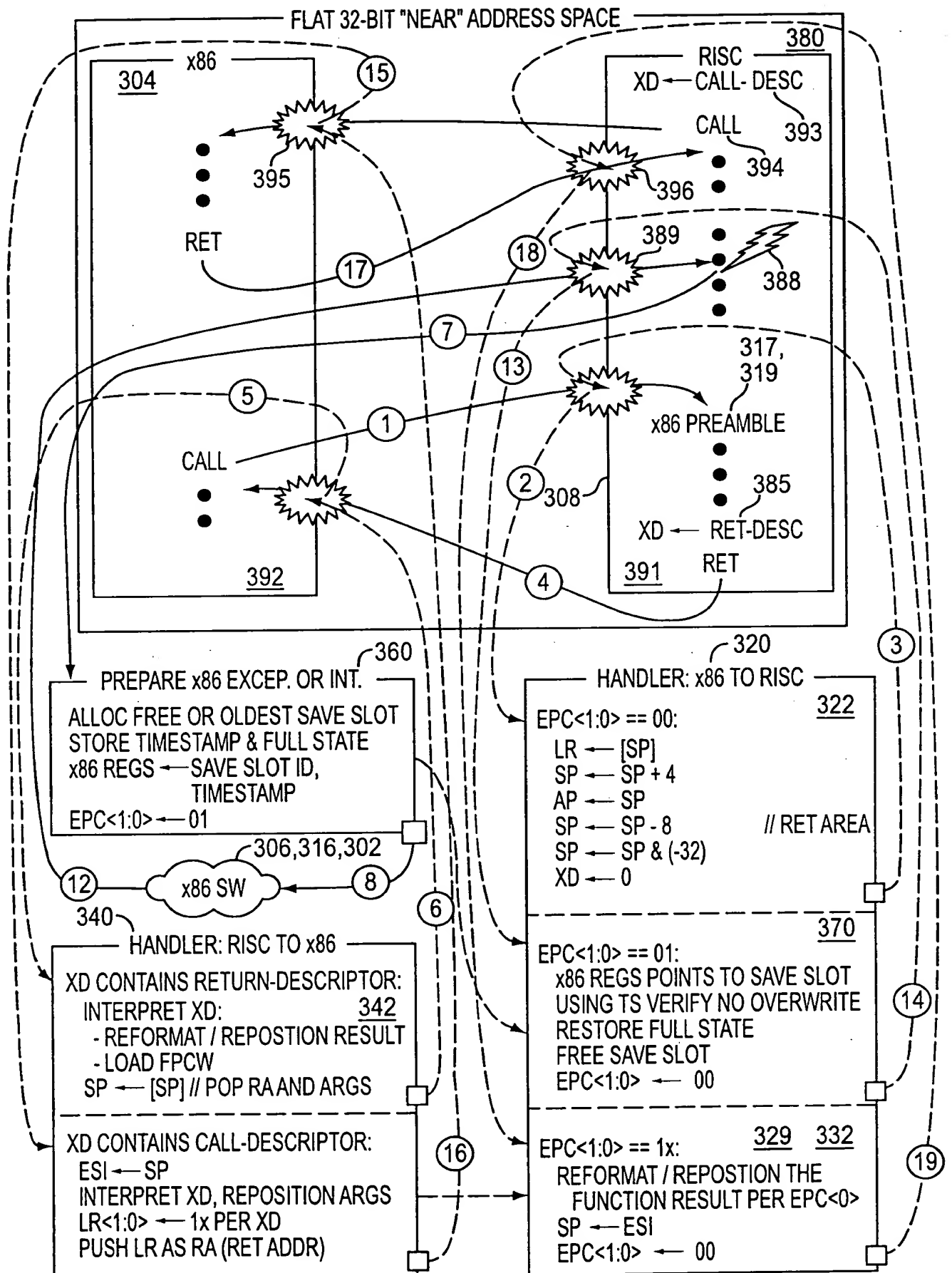


FIG. 3L

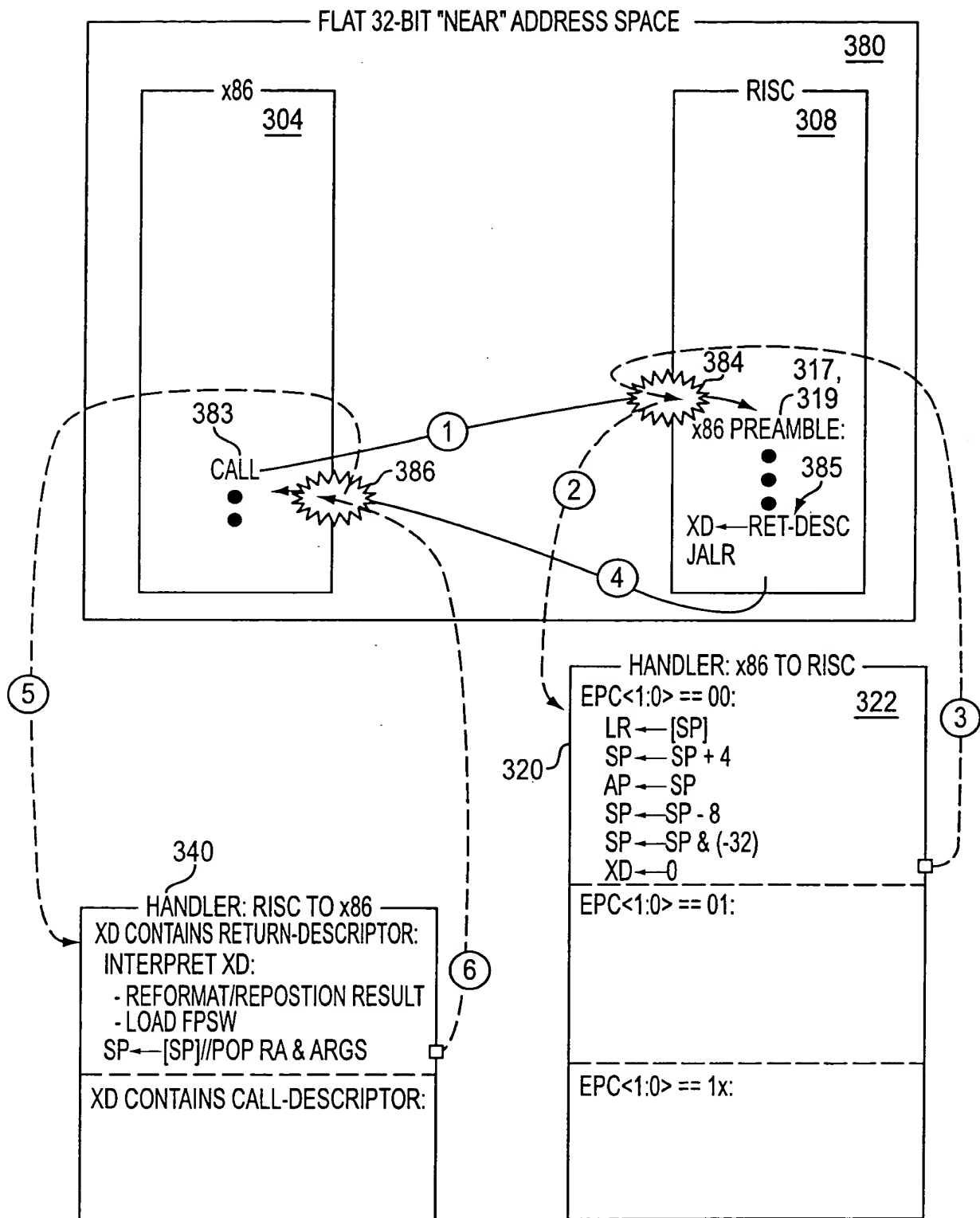


FIG. 3M

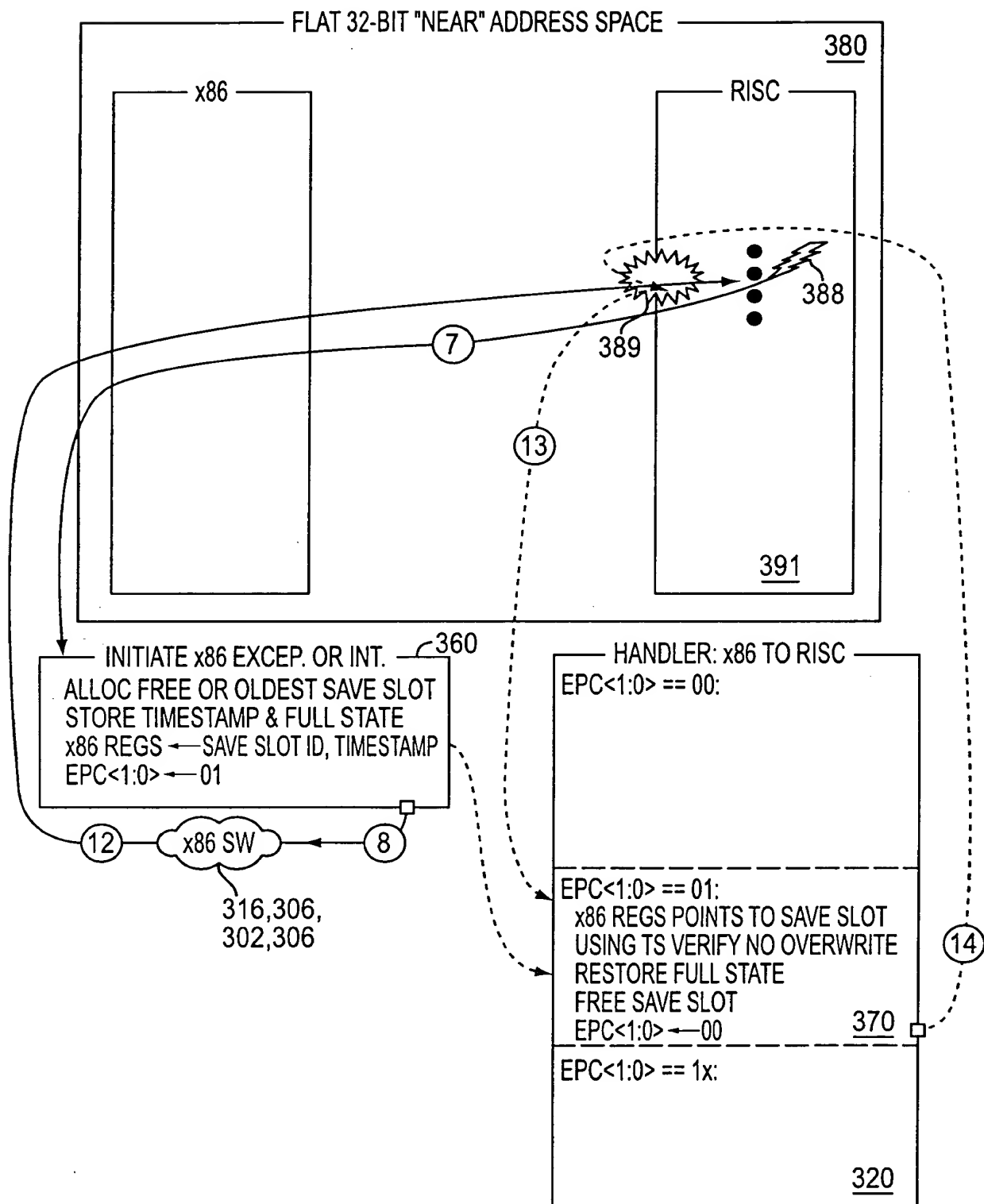


FIG. 3N

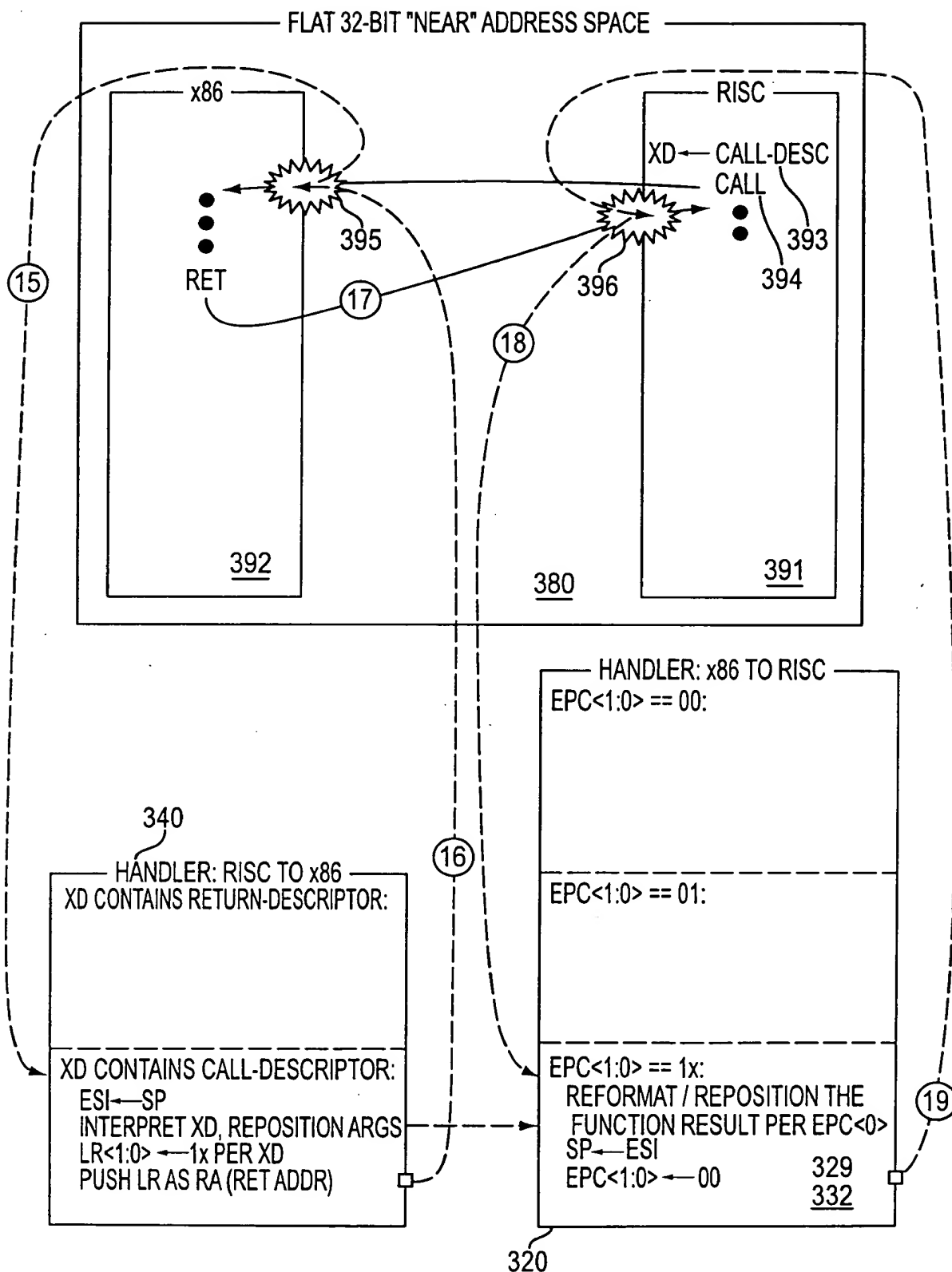


FIG. 30

The diagram illustrates the execution of a trace packet across three page frames (X, Y, and Z) and the recording of edges in a profile trace packet. The trace packet is represented by a sequence of instructions: **frstor**, **call**, **je**, and **jne**. The execution flow is as follows:

- Page Frame X:** Contains the instructions **frstor** and **call**. The trace packet entry 5 is associated with **frstor**, and entry 6 is associated with **call**. The instruction **call** is shown straddling the boundary between Page Frame X and Page Frame Y.
- Page Frame Y:** Contains the instructions **je** and **jne**. The trace packet entry 7 is associated with **je**, and entry 4 is associated with **jne**. The instruction **jne** is shown straddling the boundary between Page Frame Y and Page Frame Z.
- Page Frame Z:** Contains the instruction **jlt**. The trace packet entry 3 is associated with **jlt**, and entry 2 is associated with **ret**. The instruction **jlt** is shown straddling the boundary between Page Frame Z and Page Frame X.

The execution flow is indicated by arrows: a solid arrow from **frstor** to **call**, a dashed arrow from **call** to **je**, a dashed arrow from **je** to **jne**, a dashed arrow from **jne** to **jlt**, and a dashed arrow from **jlt** to **ret**. A dashed arrow labeled "6" points from the **call** instruction to the **je** instruction. A dashed arrow labeled "5" points from the **frstor** instruction to the **call** instruction. A dashed arrow labeled "4" points from the **jne** instruction to the **jlt** instruction. A dashed arrow labeled "3" points from the **je** instruction to the **jne** instruction. A dashed arrow labeled "2" points from the **ret** instruction to the **je** instruction. A dashed arrow labeled "1" points from the **ret** instruction to the **call** instruction. A dashed arrow labeled "7" points from the **je** instruction to the **call** instruction. A dashed arrow labeled "8" points from the **jlt** instruction to the **ret** instruction. A dashed arrow labeled "9" points from the **jlt** instruction to the **call** instruction. A dashed arrow labeled "10" points from the **jlt** instruction to the **je** instruction. A dashed arrow labeled "11" points from the **jlt** instruction to the **jne** instruction. A dashed arrow labeled "12" points from the **jlt** instruction to the **ret** instruction. A dashed arrow labeled "13" points from the **jlt** instruction to the **call** instruction. A dashed arrow labeled "14" points from the **jlt** instruction to the **je** instruction. A dashed arrow labeled "15" points from the **jlt** instruction to the **jne** instruction. A dashed arrow labeled "16" points from the **jlt** instruction to the **ret** instruction. A dashed arrow labeled "17" points from the **jlt** instruction to the **call** instruction. A dashed arrow labeled "18" points from the **jlt** instruction to the **je** instruction. A dashed arrow labeled "19" points from the **jlt** instruction to the **jne** instruction. A dashed arrow labeled "20" points from the **jlt** instruction to the **ret** instruction.

Annotations and Callouts:

- TIMER EXPIRES HERE ENABLING COLLECTION OF THE NEXT PROFILE TRACE-PACKET.** (Points to the boundary between Page Frame X and Page Frame Y.)
- INSTRUCTION STRADDLES PAGE FRAME X INTO FRAME SUCC(X) = Y.** (Points to the **call** instruction.)
- RFE FROM EMULATOR** (Points to the **call** instruction.)
- JLT NOT TAKEN (NO PACKET ENTRY)** (Points to the **jlt** instruction.)
- FINAL EDGE RECORDED IN 7 ENTRY PROFILE TRACE-PACKET.** (Points to the **je** instruction.)
- JCC'S TAKEN** (Points to the **jne** instruction.)

FIG. 4A

00000000000000000000000000000000

SOURCE		414		416	INITIATE PACKET 418	PROBEABLE EVENT 610	612
CODE 402	EVENT	REUSE EVENT CODE					PROBE EVENT BIT- ITLB PROBE ATTRIBUTE OR EMULATOR PROBE
410 { RFE (CONTEXT AT POINT ENTRY)	0.0000	DEFAULT (x86 TRANSPARENT) EVENT, REUSE ALL CONVERTER VALUES	YES		NO		REUSE EVENT CODE
	0.0001	SIMPLE x86 INSTRUCTION COMPLETION (REUSE EVENT CODE)	YES		NO		REUSE EVENT CODE
	0.0010	PROBE EXCEPTION FAILED	YES		NO		REUSE EVENT CODE
	0.0011	PROBE EXCEPTION FAILED, RELOAD PROBE TIMER	YES		NO		REUSE EVENT CODE
	0.0100	FLUSH EVENT	NO	NO	NO	NO	.
	0.0101	SEQUENTIAL; EXECUTION ENVIRONMENT CHANGED - FORCE EVENT	NO	YES	NO	NO	.
	0.0110	FAR RET	NO	YES	YES	NO	.
	0.0111	IRET	NO	YES	NO	NO	.
	0.1000	FAR CALL	NO	YES	YES	YES	FAR CALL
	0.1001	FAR JMP	NO	YES	YES	NO	.
	0.1010	SPECIAL; EMULATOR EXECUTION, SUPPLY EXTRA INSTRUCTION DATA <sup>a</sup>	NO	YES	NO	NO	.
	0.1011	ABORT PROFILE COLLECTION	NO	NO	NO	NO	.
	0.1100	x86 SYNCHRONOUS/ASYNCHRONOUS INTERRUPT W/PROBE (GRP 0)	NO	YES	YES	YES	EMULATOR PROBE
	0.1101	x86 SYNCHRONOUS/ASYNCHRONOUS INTERRUPT (GRP 0)	NO	YES	YES	NO	.
	0.1110	x86 SYNCHRONOUS/ASYNCHRONOUS INTERRUPT W/PROBE (GRP 1)	NO	YES	YES	YES	EMULATOR PROBE
	0.1111	x86 SYNCHRONOUS/ASYNCHRONOUS INTERRUPT (GRP 1)	NO	YES	YES	NO	.
404 { CONVERTER (NEAR EDGE ENTRY)	1.0000	IP-RELATIVE JNZ FORWARD (OPCODE: 75, OF 85)	NO	YES	YES	NO	.
	1.0001	IP-RELATIVE JNZ BACKWARD (OPCODE: 75, OF 85)	NO	YES	YES	YES	JNZ
	1.0010	IP-RELATIVE CONDITIONAL JUMP FORWARD - (JCC, JCXZ, LOOP)	NO	YES	YES	NO	.
	1.0011	IP-RELATIVE CONDITIONAL JUMP BACKWARD - (JCC, JCXZ, LOOP)	NO	YES	YES	YES	COND JUMP
	1.0100	IP-RELATIVE, NEAR JMP FORWARD (OPCODE: E9, EB)	NO	YES	YES	NO	.
	1.0101	IP-RELATIVE, NEAR JMP BACKWARD (OPCODE: E9, EB)	NO	YES	YES	YES	NEAR JUMP
	1.0110	RET/RET IMM16 (OPCODE C3, C2 M)	NO	YES	YES	NO	.
	1.0111	IP-RELATIVE, NEAR CALL (OPCODE: E8)	NO	YES	YES	YES	NEAR CALL
	1.1000	REPE/REPNE CMPS/SCAS (OPCODE: A6, A7, AE, AF)	NO	YES	NO	NO	.
	1.1001	REP MOVS/STOS/LDS (OPCODE: A4, A5, AA, AB, AC, AD)	NO	YES	NO	NO	.
	1.1010	INDIRECT NEAR JMP (OPCODE: FF 14)	NO	YES	YES	NO	.
	1.1011	INDIRECT NEAR CALL (OPCODE: FF 12)	NO	YES	YES	YES	NEAR CALL
	1.1100	LOAD FROM I/O MEMORY (TLB ASI != 0) (NOT USED IN T1)	NO	YES	NO	NO	.
	1.1101	AVAILABLE FOR EXPANSION	NO	NO	NO	NO	.
	1.1110	DEFAULT CONVERTER EVENT; SEQUENTIAL 406	NO	NO	NO	NO	.
	1.1111	NEW PAGE (INSTRUCTION ENDS ON LAST BYTE OF A PAGE FRAME OR STRADDLES ACROSS A PAGE FRAME BOUNDARY) 408	NO	YES	NO	NO	.

FIG. 4B

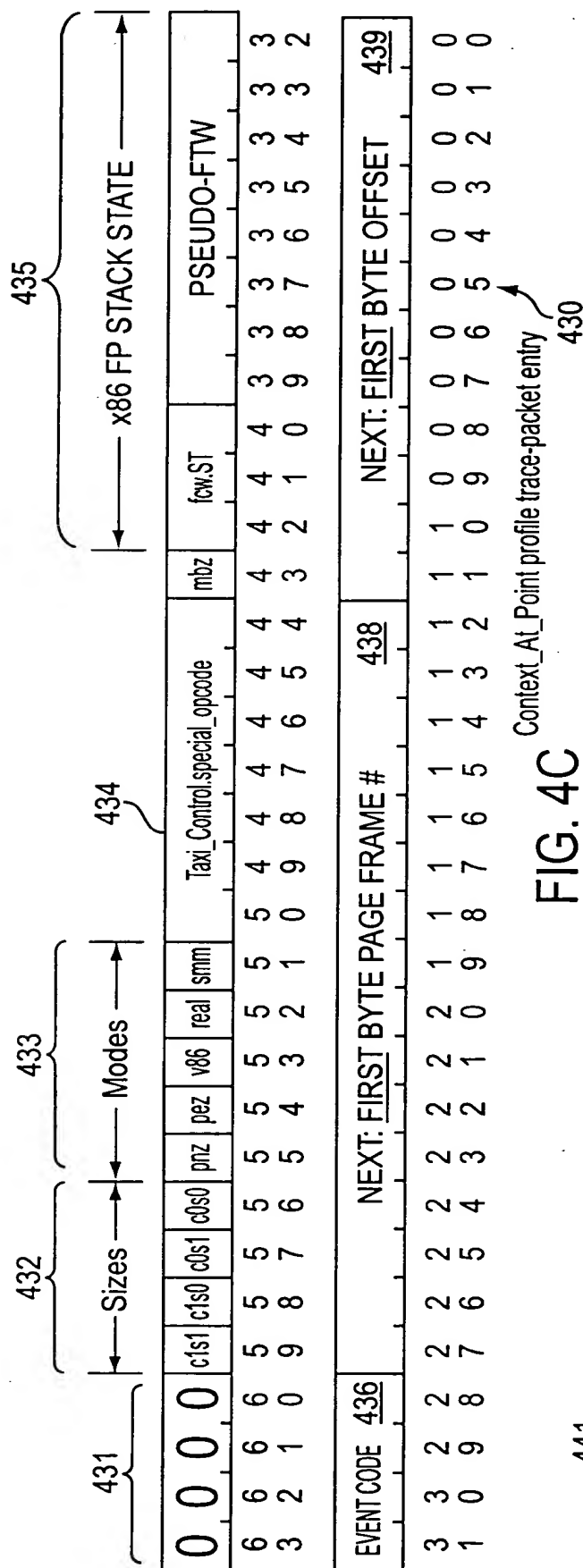
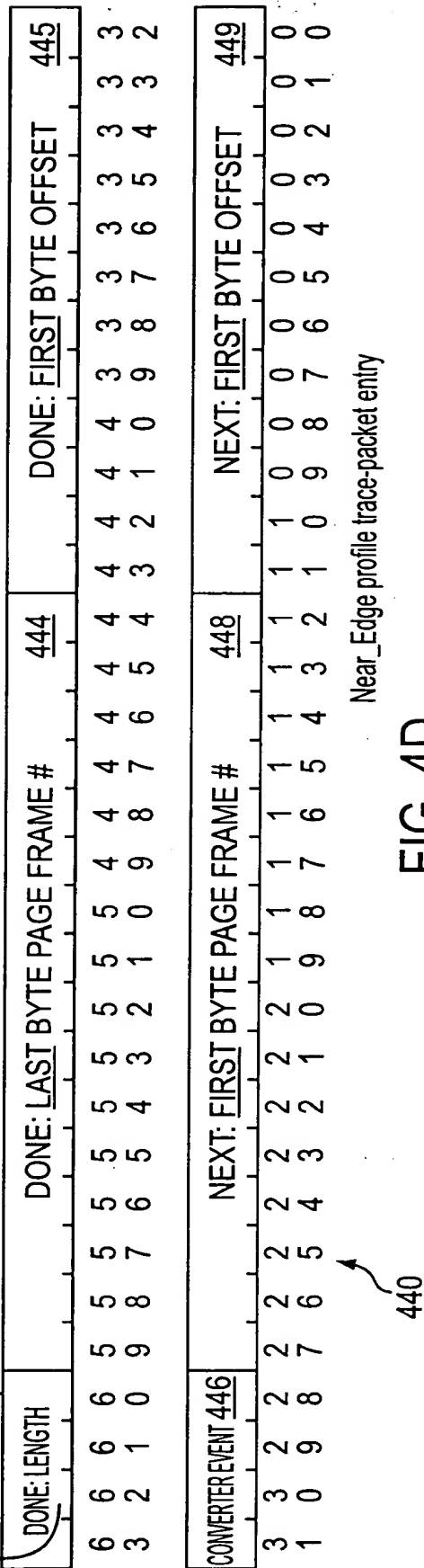


FIG. 4C

[ALWAYS > 0]

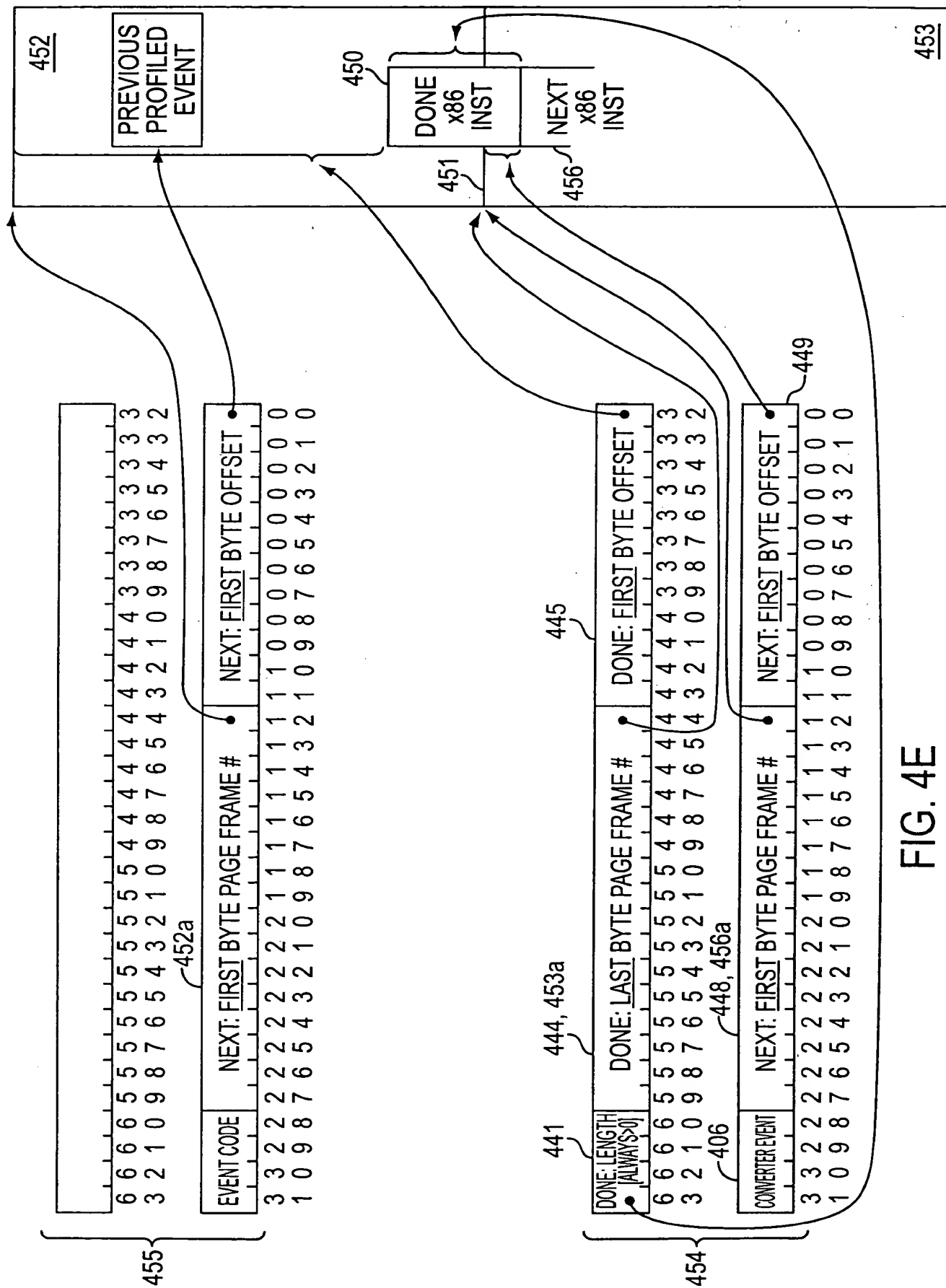


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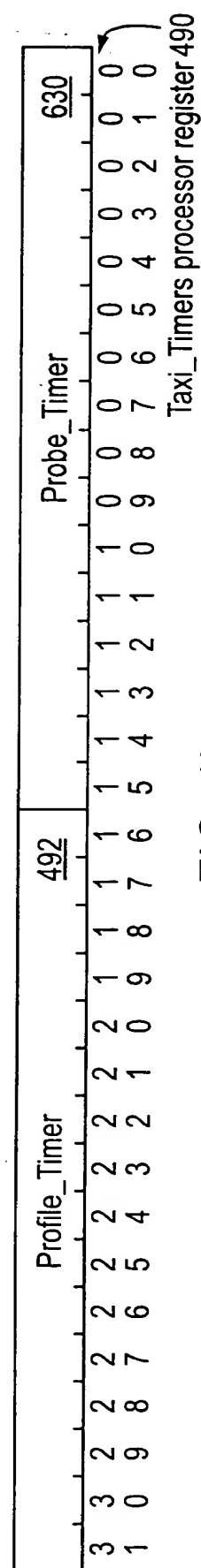
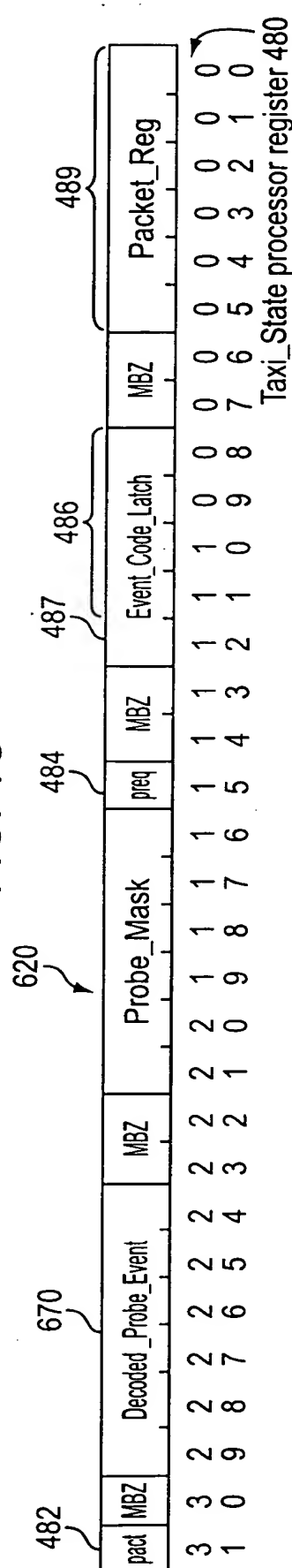
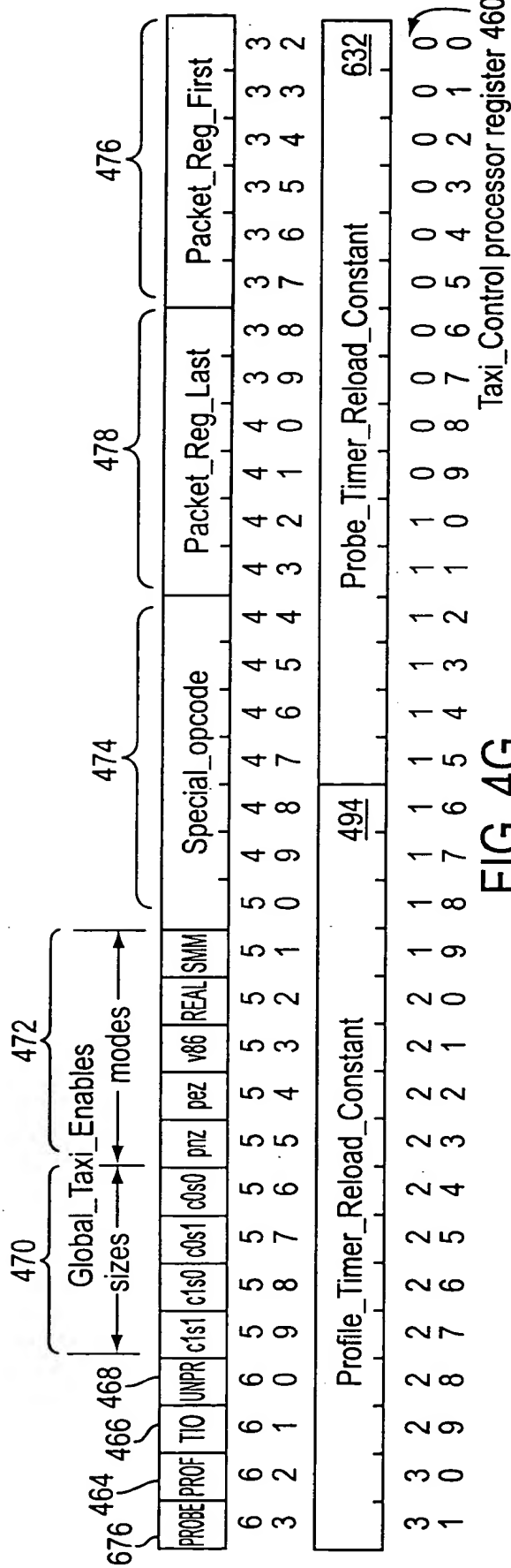
FIG. 4D



**SECRET**











00000000-00000000

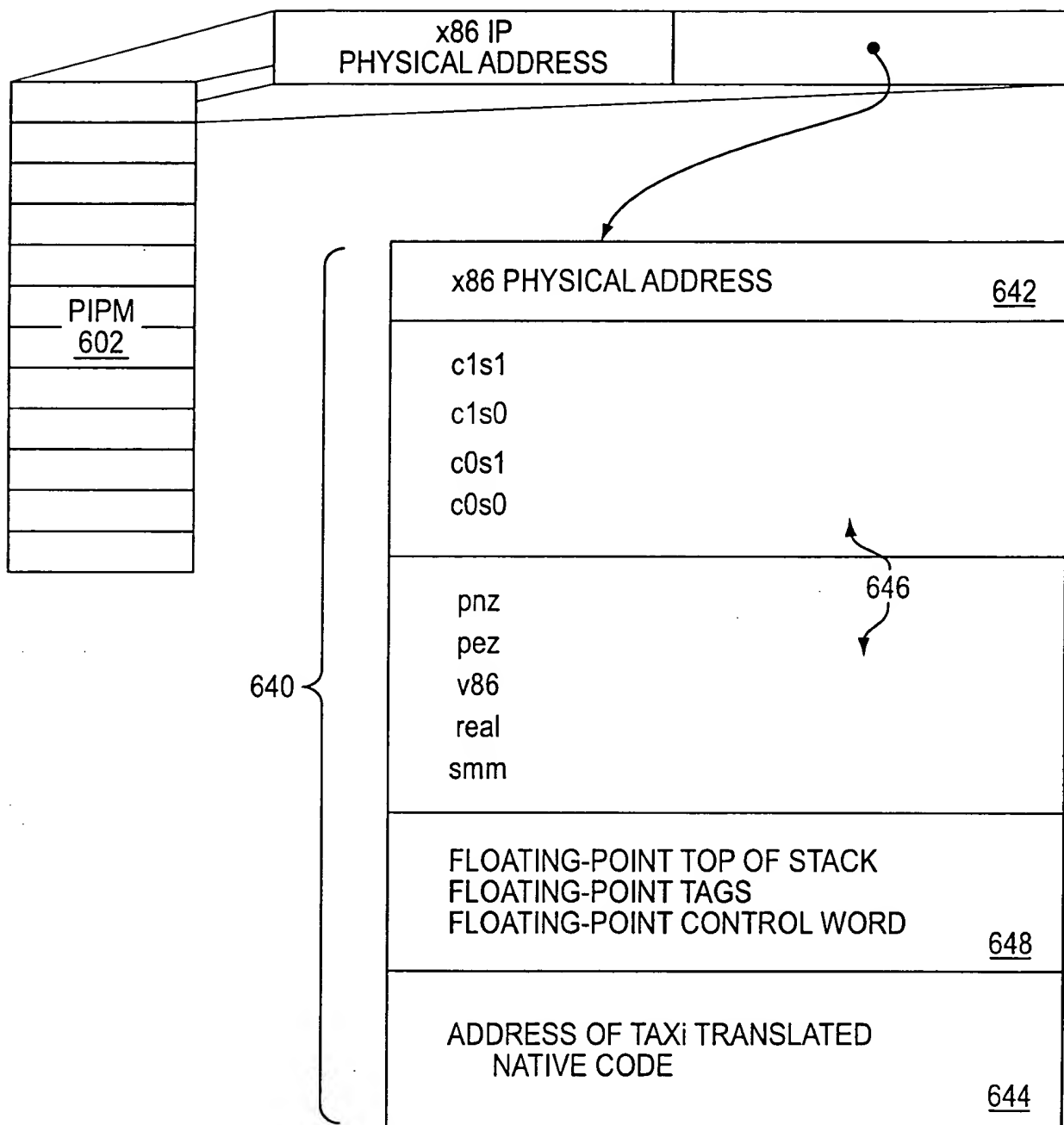


FIG. 6A

EVENT CODE FROM RFE RESTARTING CONVERTER  
OR MAPPING OF CONVERTER'S x86 OPCODE

RFE OR PREVIOUS CONVERTER CYCLE

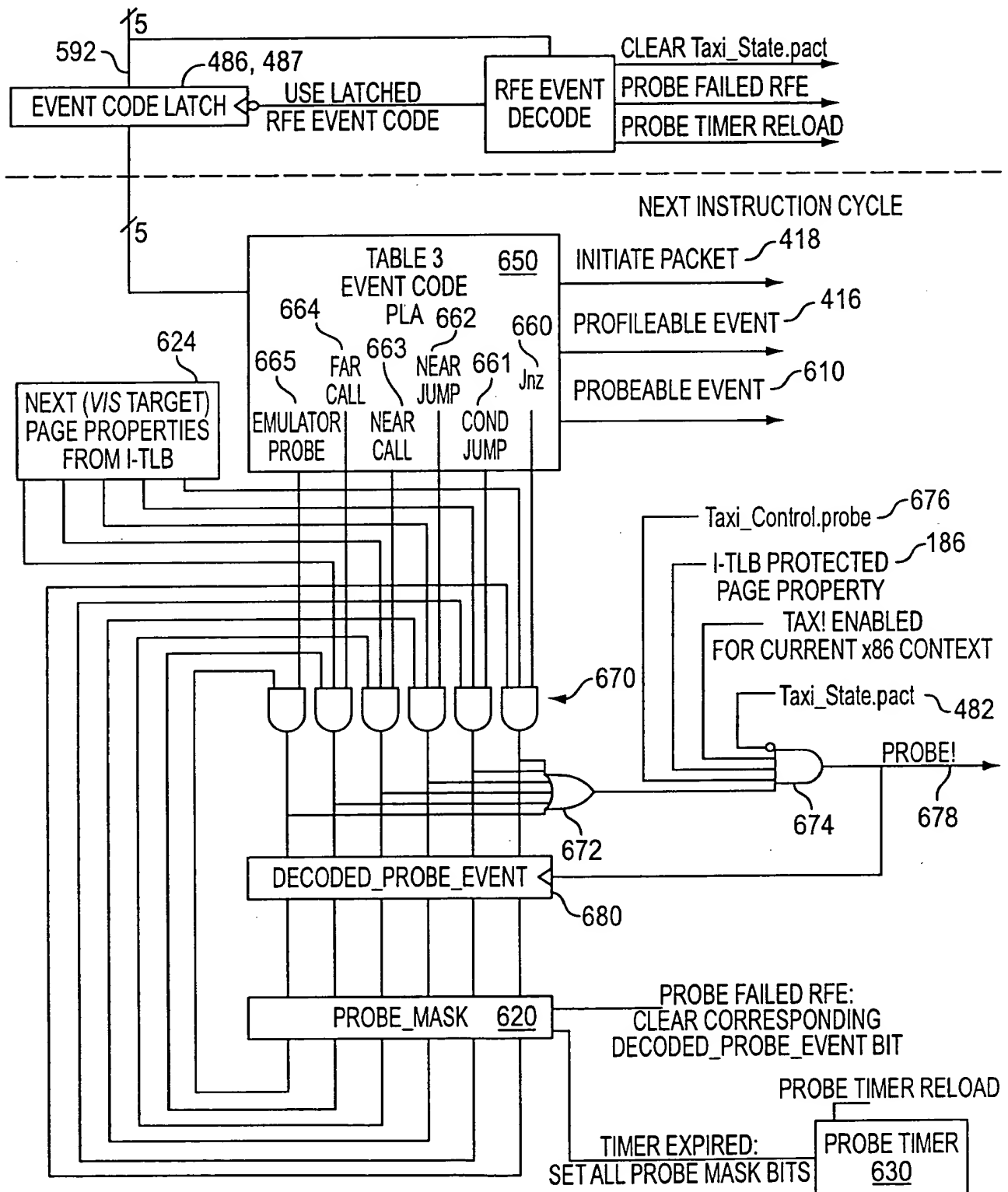


FIG. 6B

```

graph TD
    650[AS EACH EVENT OCCURS DURING EXECUTION OF AN X86 PROGRAM IN CONVERTER 136 OR EMULATOR 316, MATERIALIZE AN EVENT CODE IN EVENT CODE LATCH 486, 487] --> 670[PLA 650 PROCESSES THE EVENT CODE TO PRODUCE AT MOST ONE OF FIVE CLASSIFICATIONS OF THE EVENT, "JNZ" 660, "CONDITIONAL JUMP" 661, "NEAR JUMP" 662, "NEAR CALL" 663, "FAR CALL" 664, OR "EMULATOR PROBE" 665]
    670 --> 672[THE BIT 660-665 IS ANDED WITH THE PROBE PAGE PROPERTIES 624 FROM TLB 116 AND TAXI_STATE.PROBE_MASK 620]
    672 --> 674[OR TOGETHER THE PRODUCTS OF THE ANDS. THE SUM OF THE OR REPRESENTS THE PREDICATE "THE EVENT CODE 592 IS AN EVENT ON A PAGE WHOSE PROBEABLE EVENT BIT IS CURRENTLY ENABLED IN TAXI_STATE.PROBE_MASK 620 AND THE TLB COPY OF THE PFAT PAGE PROPERTIES."]
    674 --> 690[AND THE SUM OF THE OR TOGETHER WITH SEVERAL MACHINE CONTEXT PREDICATES TO SEE IF THIS IS A PROBEABLE EVENT]
    690 -- 0 --> 682[RESUME EXECUTION IN X86 CONVERTER]
    690 -- 1 --> 682[CONSULT THE BIT VECTOR TO VERIFY THAT THE PROBEABLE EVENT IS IN AN ADDRESS RANGE WITH A CORRESPONDING TRANSLATED CODE SEGMENT]
    682 -- 0 --> 682
    682 -- 1 --> 682[EXECUTE A TAXI INSTRUCTION TO MATERIALIZE A CONTEXT_AT_POINT ENTRY DESCRIBING THE CURRENT MACHINE STATE, TO SUPPLY ARGUMENTS TO THE PROBE EXCEPTION HANDLER]
    682 --> 682[DELIVER A PROBE EXCEPTION TO TRANSFER CONTROL TO THE SOFTWARE EXCEPTION HANDLER]
    682 --> 682[PROBE PIPM 602 FOR AN ENTRY 640 CORRESPONDING TO THE ADDRESS OF THE TARGET OF THE EVENT]
    682 --> 682{WAS A PIPM ENTRY FOUND?}
    682 -- N --> 682[FAIL: RESUME EXECUTION OF X86 BINARY IN CONVERTER 136]
    682 -- Y --> 682[EVALUATE/VERIFY THE PRECONDITIONS FROM INTEGER PORTION 686 OF PIPM 602 ENTRY 640]
    682 -- MISMATCH --> 682[FAIL: RESUME EXECUTION OF X86 BINARY IN CONVERTER 136]
    682 -- MATCH --> 682[EVALUATE/VERIFY THE PRECONDITIONS FROM FLOATING-POINT PORTION 688 OF PIPM 602 ENTRY 640, AND IF MISMATCHING, UNLOAD FLOATING-POINT CONTEXT AND RELOAD IT TO CONFORM TO PIPM]
    682 --> 682[TRANSFER CONTROL TO THE TAXI TRANSLATED NATIVE CODE]
    682 --> 682[FAIL: RESUME EXECUTION OF X86 BINARY IN CONVERTER 136]

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FIG. 6C



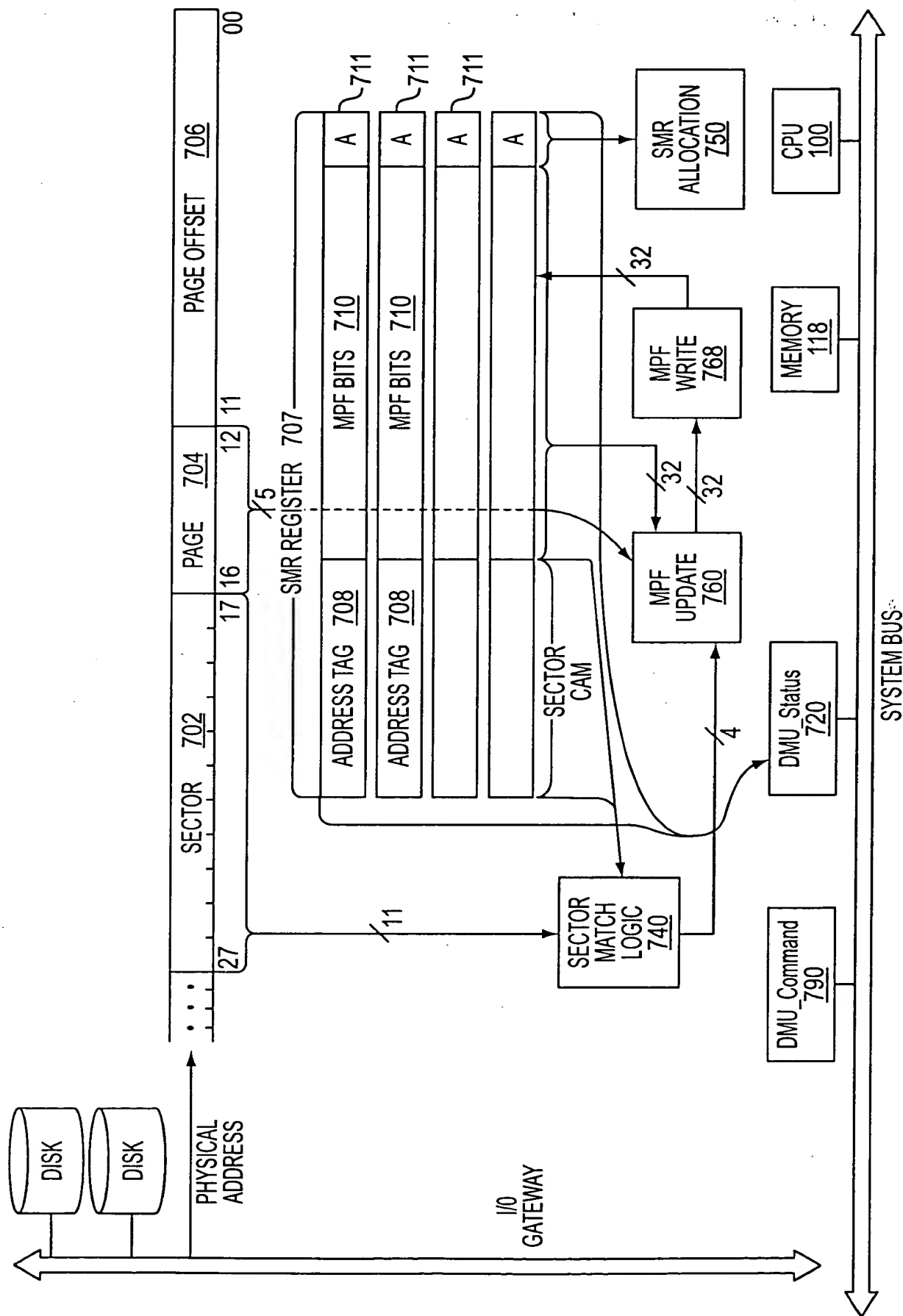


FIG. 7A

[illegible]

FIG. 7B

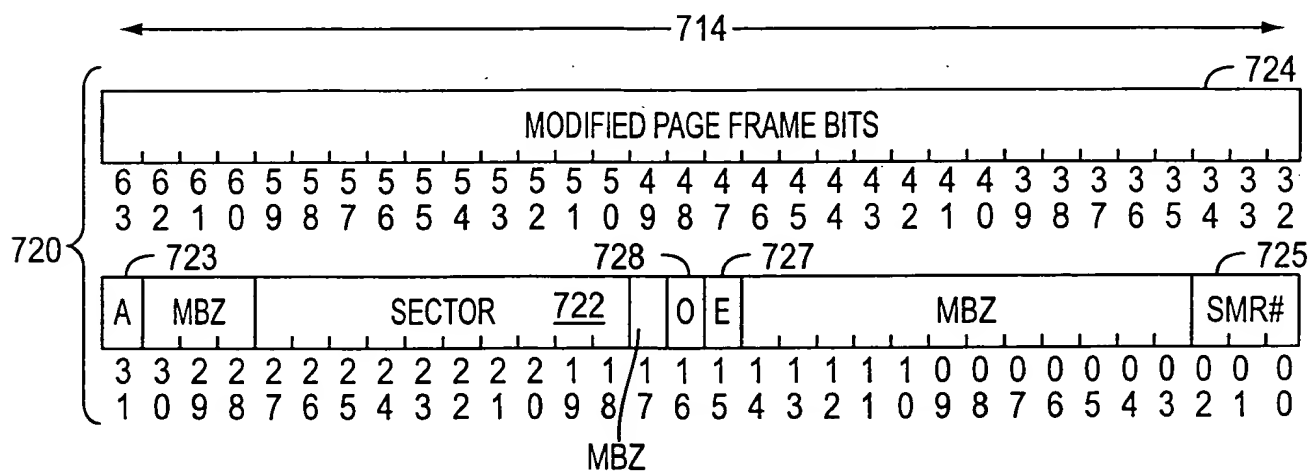


FIG. 7C

00000000 00000000 00000000 00000000

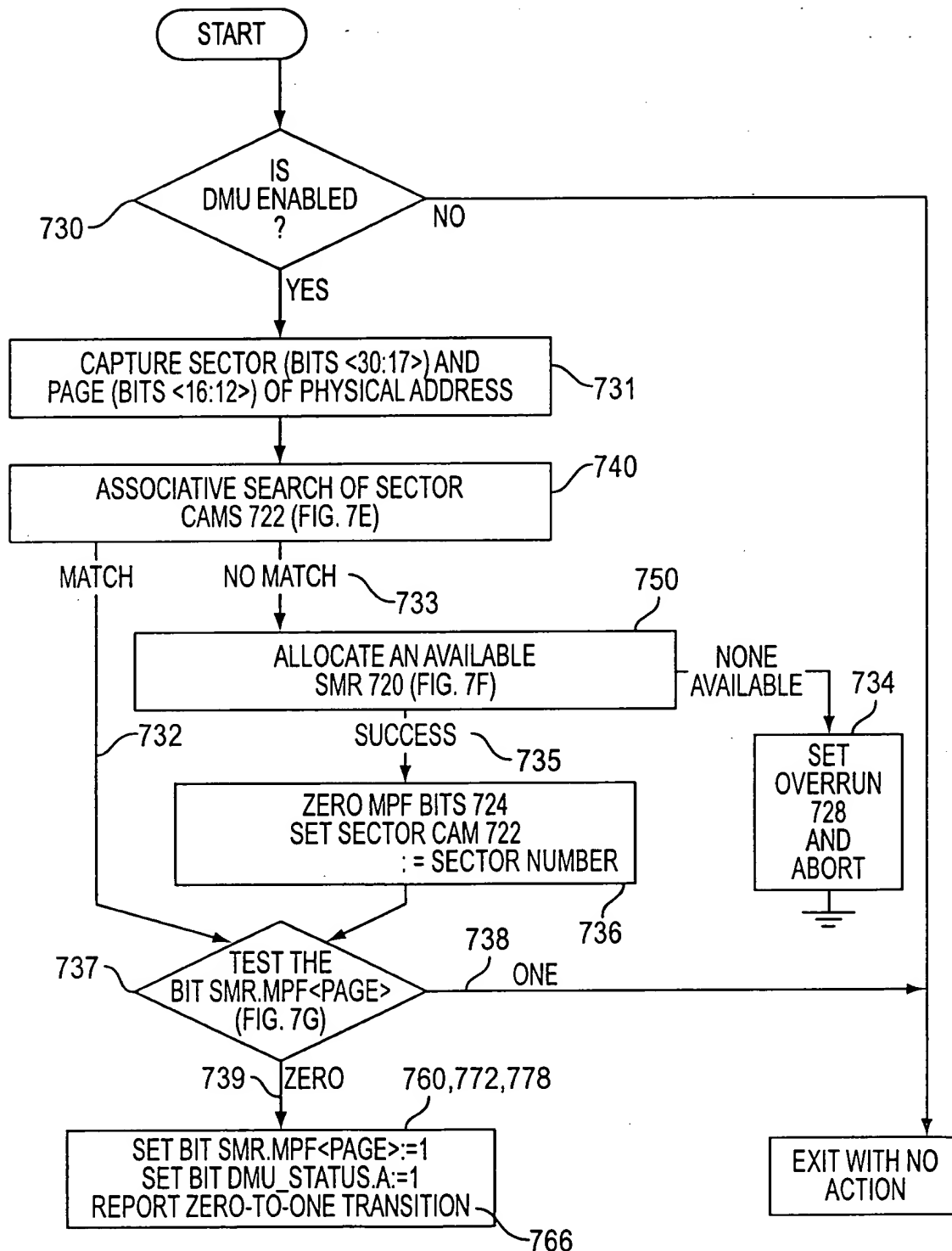
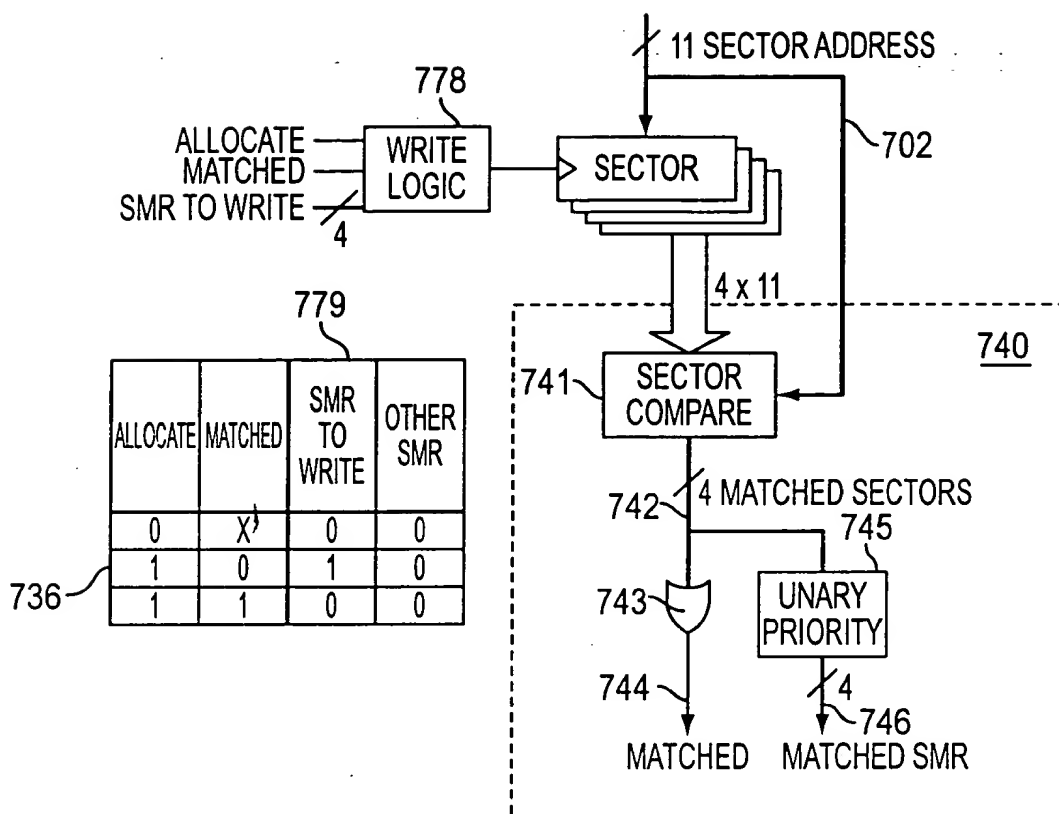
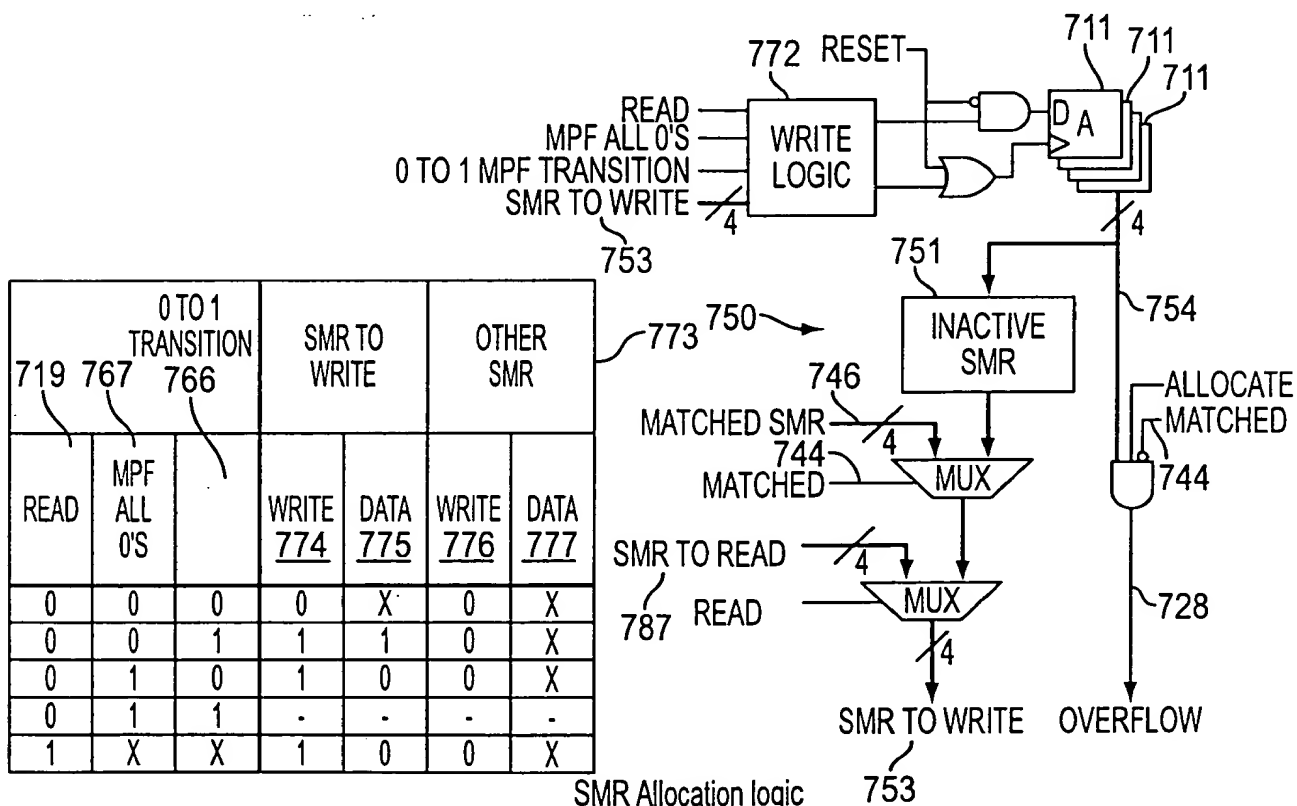


FIG. 7D



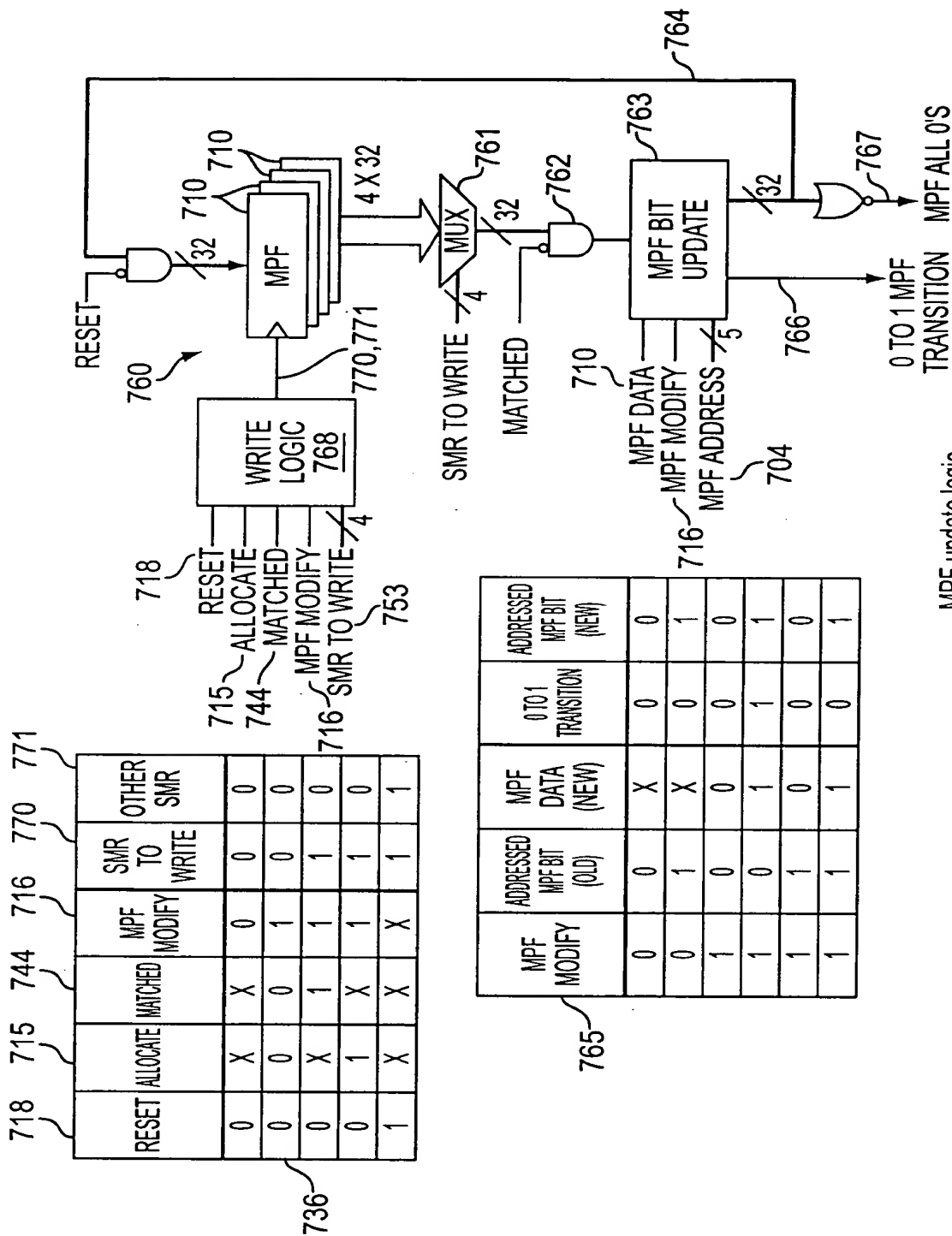
Sector match logic

FIG. 7E



SMR Allocation logic

FIG. 7F



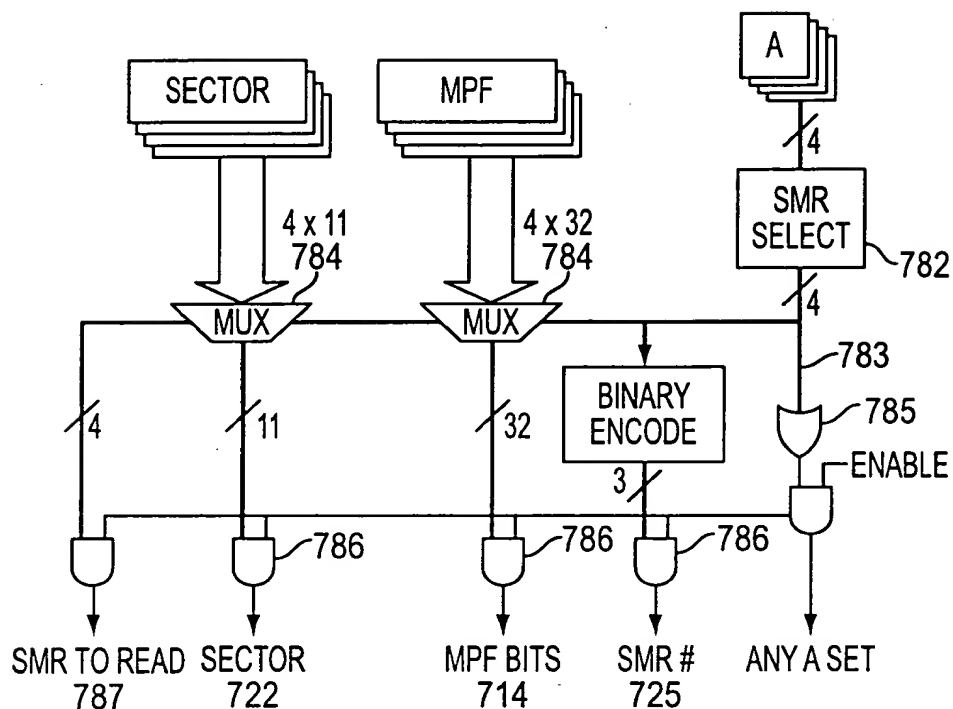


FIG. 7H

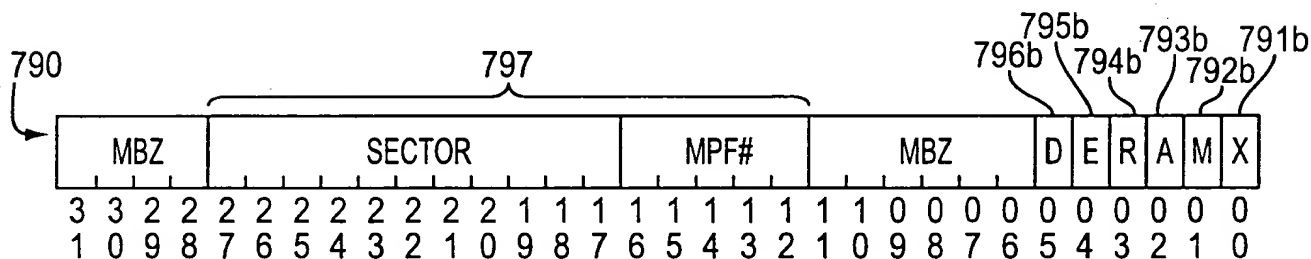
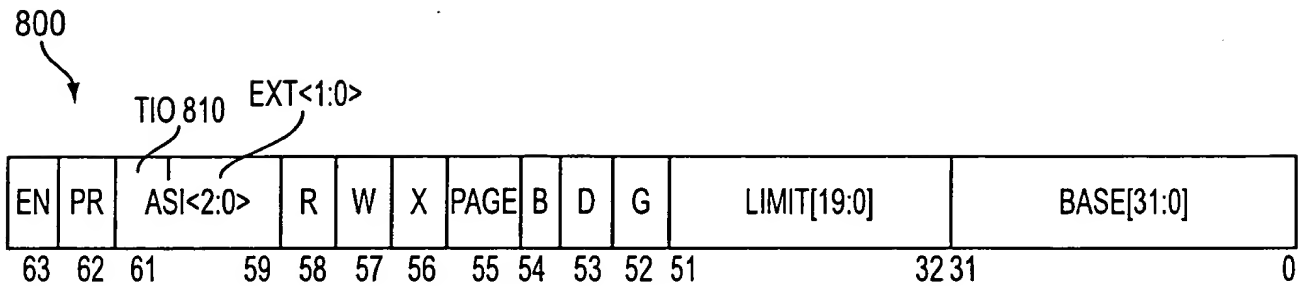


FIG. 7I

COMMAND BIT	BIT POSITION	MEANING
D	5	DISABLE MONITORING OF DMA WRITES BY CLEARING THE DMU ENABLE FLAG
E	4	ENABLE MONITORING OF DMA WRITES BY SETTING THE DMU ENABLE FLAG
R	3	RESET ALL SMRS: CLEAR ALL A AND MPF BITS AND CLEAR THE DMU OVERRUN FLAG
A	2	ALLOCATE AN INACTIVE SMR ON A FAILED SEARCH
M	1	ALLOW MPF MODIFICATIONS
X	0	NEW MPF BIT VALUE TO RECORD ON SUCCESSFUL SEARCH (OR ALLOCATION)

M	X	ACTION
0	-	INHIBIT MODIFICATION OF THE MPF BIT
1	0	CLEAR THE CORRESPONDING MPF BIT
1	1	SET THE CORRESPONDING MPF BIT

FIG. 7J



SIZE	BIT(S)	NAME	FUNCTION
1	63	SEG.EN	ENABLES SEGMENT LIMIT/PROTECTION CHECKING
1	62	SEG.PR	CHOOSES WHICH PROTECTION BITS TO USE FOR PAGE TABLE PROTECTION - (0 MEANS PSW.UK OR 1 MEANS MISC.UK)
3	61:59	SEG.AS	ADDRESS SPACE (ONLY USED WHEN SEG.PAGE IS 0)
		SEG.TIO, SEG.EXT	ADDRESS SPACE EXTENSION (ONLY USED WHEN SEG.PAGE IS 1)
3	58:56	SEG.RWX	READ/WRITE/EXECUTE '1' MEANS ENABLED - ALL 000 MEANS IT'S AN INVALID SEGMENT
1	55	SEG.PAGE	ENABLES THE PAGING SYSTEM -- (TRANSLATION AND CHECKING)
1	54	SEG.B	SEGMENT SIZE (1 MEANS 32-BIT, 0 MEANS 16-BIT)
1	53	SEG.D	SEGMENT DIRECTION (0 MEANS EXPAND UP)
1	52	SEG.G	SIZE OF LIMIT (1 MEANS IT'S IN 4k PAGES)
20	51:32	SEG.LIMIT	SEGMENT LIMIT
32	31:0	SEG.BASE	SEGMENT BASE

FIG. 8A

AT CODE GENERATION TIME:

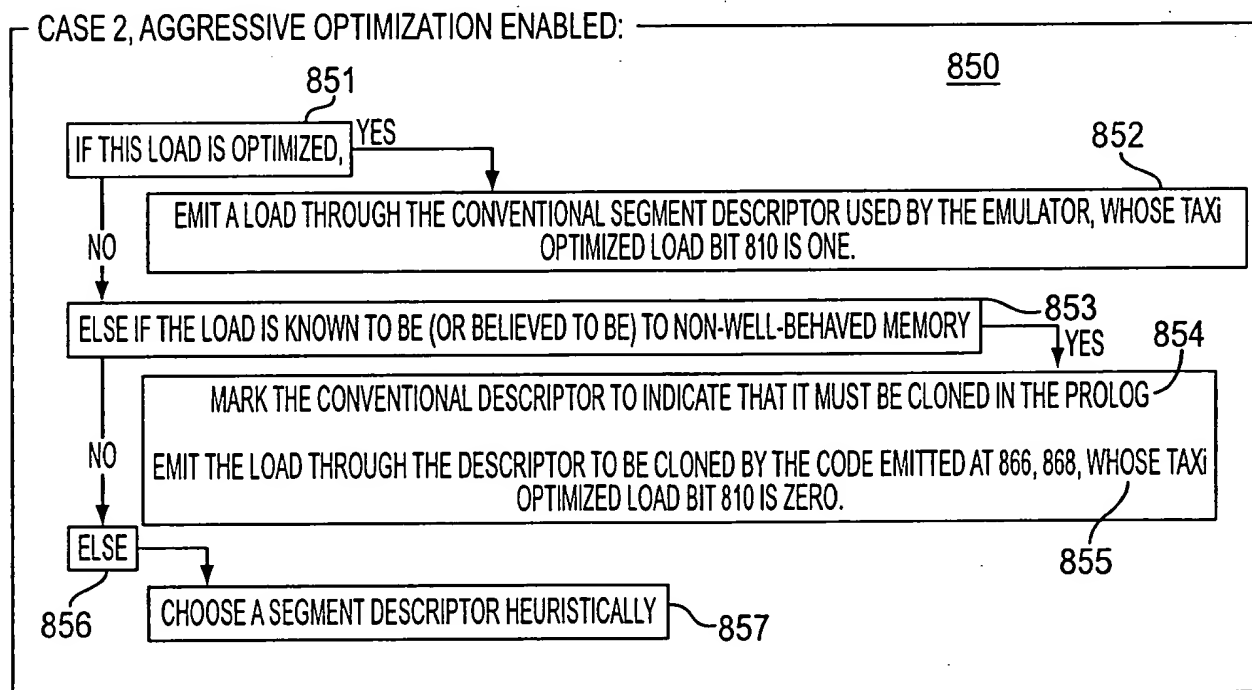
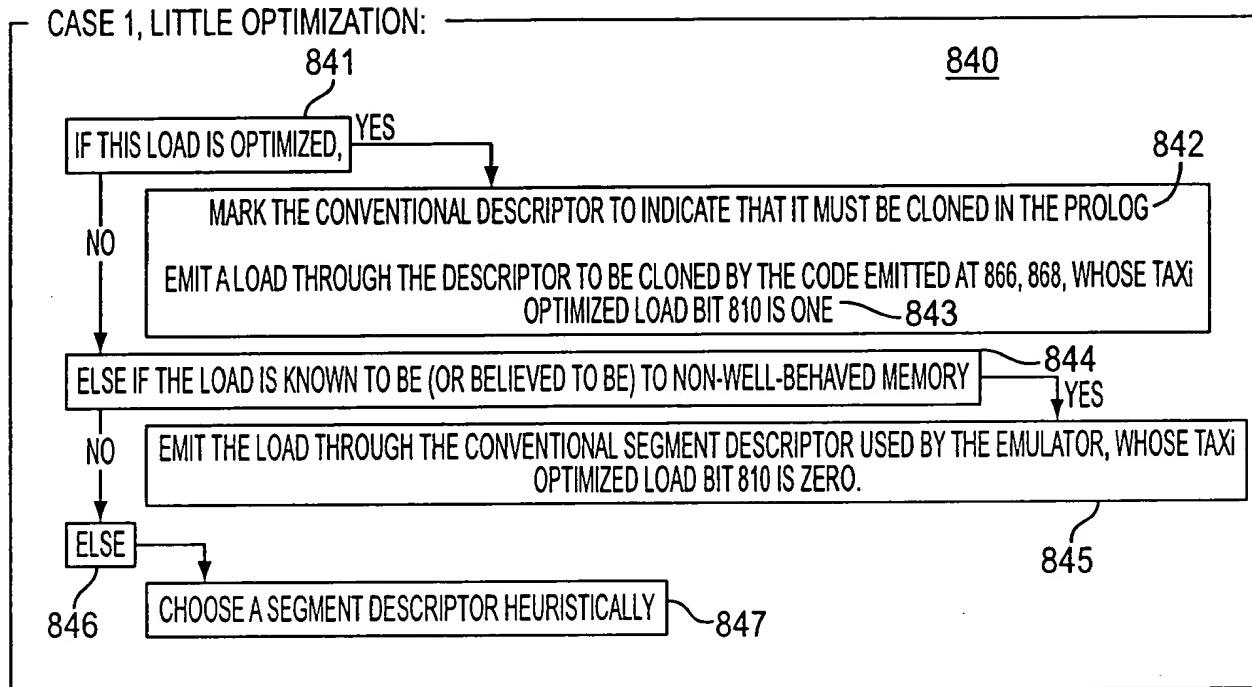


FIG. 8B

008260" 42422960



003260" 42422960

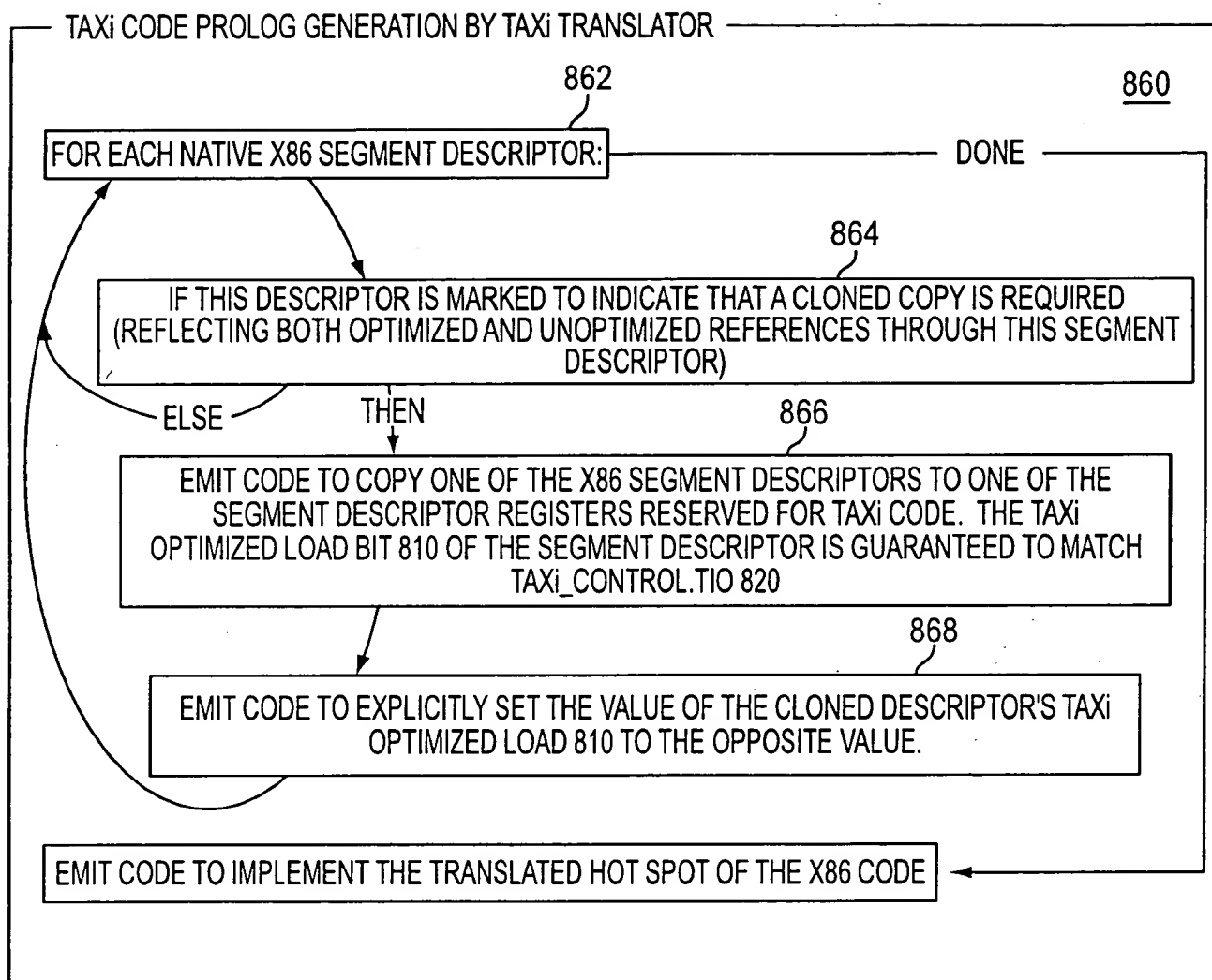


FIG. 8C

[illegible]

FIG. 9A

003250" 4242/960

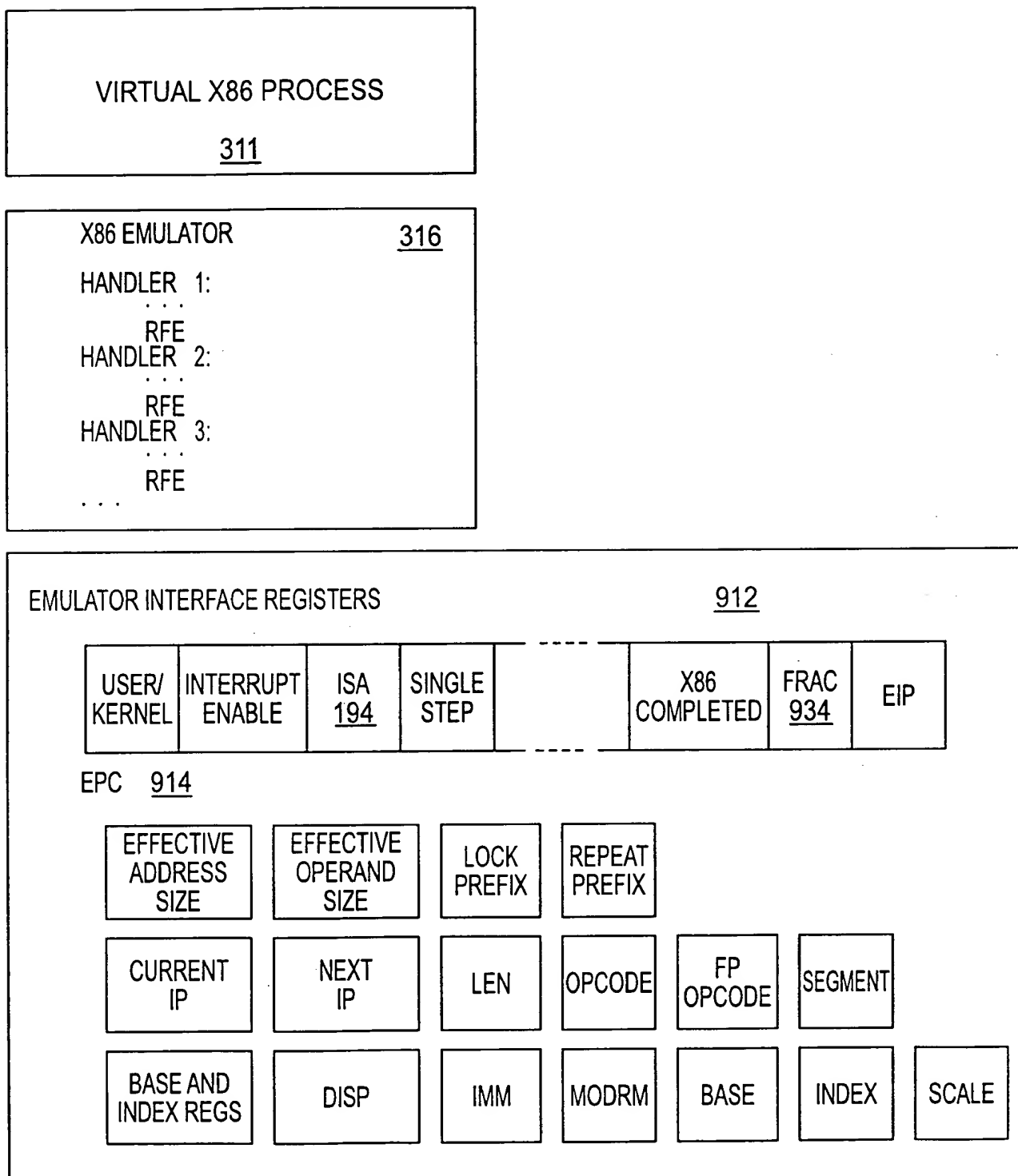


FIG. 9B

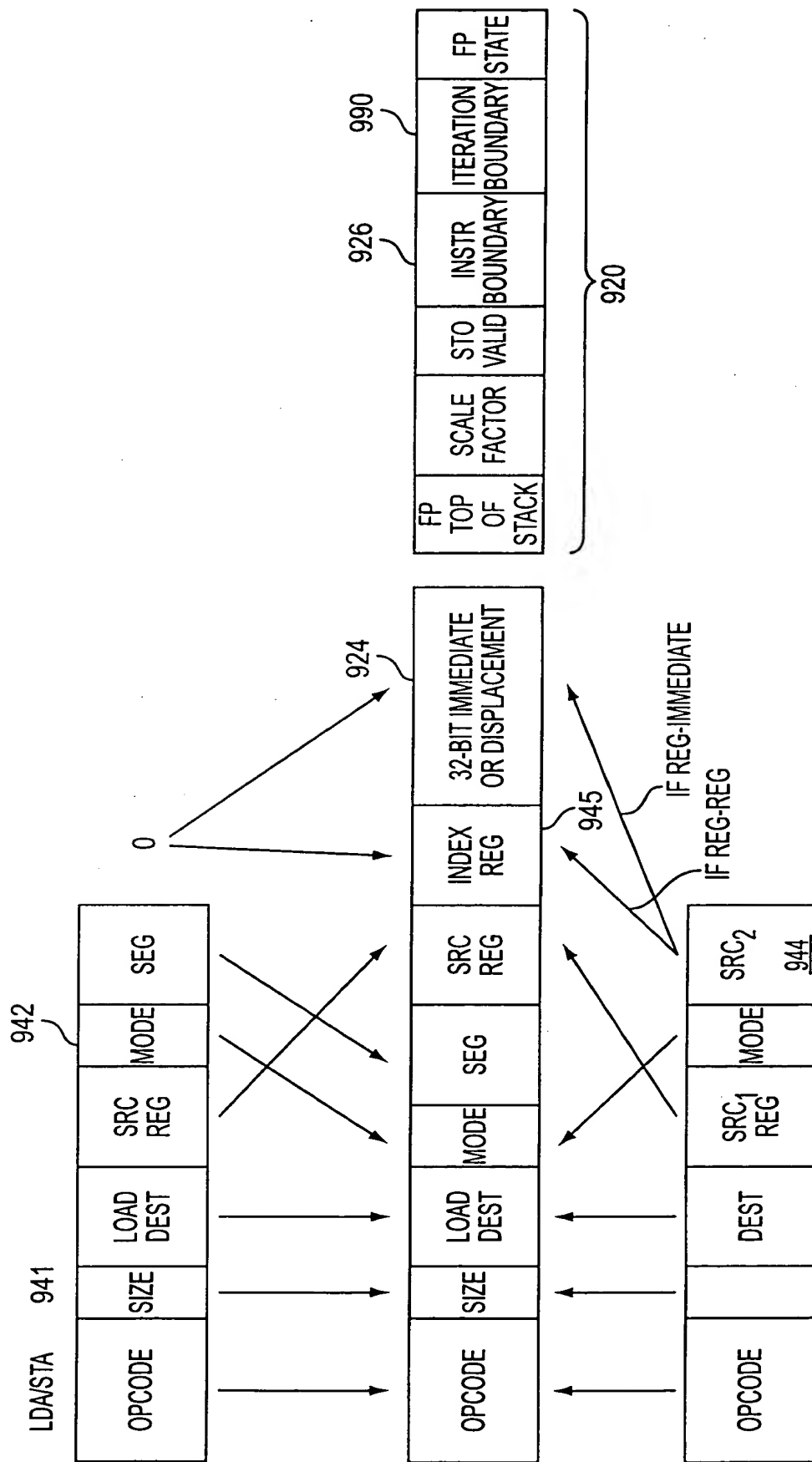


FIG. 9C

MNEMONIC	TYPE	DESCRIPTION OF SIDE-BAND INFORMATION
INSTRUCTIONS WITH Imm6 FIELD		THE CONVERTER MAY SUPPLY A FULL 32-BIT IMMEDIATE.
BRANCHES WITH DISPLACEMENT		THE CONVERTER MAY SUPPLY A FULL 32-BIT DISPLACEMENT.
LDA/STA	INTEGER	A FULL 32-BIT DISPLACEMENT IS SENT ON THE IMMEDIATE BUS; THIS IS ADDED TO SRC1 TO COMPUTE THE OFFSET FOR SOME ADDRESSING MODES.
CJcond	INTEGER	THE CONVERTER MAY SPECIFY A 16 OR 32-BIT ADDRESS SIZE IN PARALLEL WITH THIS INSTRUCTION (A 32-BIT DISPLACEMENT MAY ALSO BE PROVIDED).
CJcond	INTEGER	THE CONVERTER MAY SPECIFY A 16 OR 32-BIT ADDRESS SIZE IN PARALLEL WITH THIS INSTRUCTION. A 32-BIT DISPLACEMENT MAY ALSO BE PROVIDED.
FROMPR	INTEGER	3-BITS OF TOS (TOP-OF-STACK) ARE SENT ON THE IMMEDIATE BUS IN PARALLEL WITH THIS INSTRUCTION FOR USE BY THE FNSTSW INSTRUCTION CONVERTER SEQUENCE.
LEA	INTEGER	A 6-BIT INDEX REGISTER SPECIFIER, A 32- BIT DISPLACEMENT, AND A 2-BIT SCALE FACTOR ARE PASSED FROM THE CONVERTER AS ADDITIONAL INPUT TO THE HARDWARE IN ORDER TO FORM A COMPLETE x86 ADDRESSING MODE.
LDAI	INTEGER	A 6-BIT INDEX REGISTER SPECIFIER, A 32- BIT DISPLACEMENT, AND A 2-BIT SCALE FACTOR ARE PASSED FROM THE CONVERTER AS ADDITIONAL INPUT TO THE HARDWARE IN ORDER TO FORM A COMPLETE x86 ADDRESSING MODE. ADDITIONALLY, A SECOND DESTINATION REGISTER IS PASSED AS THE DESTINATION OF THE ADDRESS AUTOINCREMENT MODE.
LOOP, LOOPZ, LOOPNZ	INTEGER	THE CONVERTER MAY SPECIFY A 16 OR 32-BIT ADDRESS SIZE IN PARALLEL WITH THIS INSTRUCTION. A 32-BIT DISPLACEMENT MAY ALSO BE PROVIDED.
STAI	INTEGER	A 6-BIT INDEX REGISTER SPECIFIER, A 32- BIT DISPLACEMENT, AND A 2-BIT SCALE FACTOR ARE PASSED FROM THE CONVERTER AS ADDITIONAL INPUT TO THE HARDWARE IN ORDER TO FORM A COMPLETE x86 ADDRESSING MODE. ADDITIONALLY, A SECOND DESTINATION REGISTER IS PASSED AS THE DESTINATION OF THE ADDRESS AUTOINCREMENT MODE.
PSHUFW	MMX	ONLY 6 BITS OF THE Imm8 ARE STORED IN THE INSTRUCTION. THE REMAINING TWO BITS ARE CREATED BY THE HW CONVERTER.
FLDA	FP EP	A 6-BIT INDEX REGISTER SPECIFIER AND A 32- BIT DISPLACEMENT, AND A 2-BIT SCALE FACTOR ARE PASSED FROM THE CONVERTER AS ADDITIONAL INPUT TO THE HARDWARE IN ORDER TO FORM A COMPLETE x86 ADDRESSING MODE.
FTST	FP EP	1-BIT OF STO_VALID IS SENT ON THE IMMEDIATE BUS IN PARALLEL WITH THIS INSTRUCTION.
FSTA	FP EP	A 6-BIT INDEX REGISTER SPECIFIER AND A 2- BIT SCALE FACTOR ARE PASSED FROM THE CONVERTER AS ADDITIONAL INPUT TO THE HARDWARE IN ORDER TO FORM A COMPLETE x86 ADDRESSING MODE.
FXAM	FP EP	1 BIT STO_VALID IS PASSED ON THE IMMEDIATE BUS.
INSTRUCTION CONTROL		INSTRUCTION BOUNDARY INFORMATION: - START OF INSTRUCTION OR STRING ITERATION - LAST OF SEQUENCE - FP_DPI ... INTERNMENT CONTROL - FP_TAG_MAP INTERNMENT CONTROL

FIG. 9D

00000000 00000000 00000000 00000000

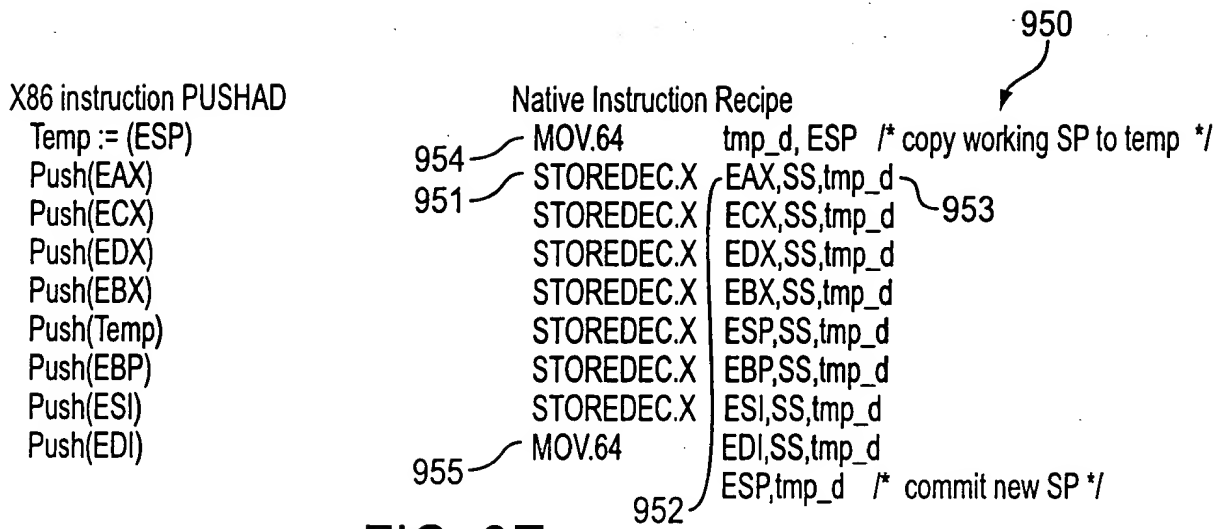


FIG. 9E

IDIOM	USAGE
LOAD / OP [/STORE]	LOAD DATA
COMPLEX ADDRESS CALCULATION	COMPUTED OFFSET
MOV mem, [DEFGS]S / PUSH [DEFGS]S (SELECTOR PUSH/STORE)	SELECTOR (PROCESSOR REGISTER NOT DIRECTLY ACCESSIBLE BY STORE INSTRUCTIONS)
PUSHA (PUSH ALL)	INTERMEDIATE STACK POINTER; COMMIT AT END
POPA (POP ALL)	INTERMEDIATE STACK POINTER; COMMIT AT END
MOV mem, Imm / PUSH Imm	INTERMEDIATE (NOT AVAILABLE AS AN OPERAND TO STORE INSTRUCTION)
MULTIPLY	INTERMEDIARY TO CONNECT CONTIGUOUS NATIVE REGISTER PAIR TO X86 REGISTER PAIR
DIVIDE	
XCHG	THE CLASSIC USE OF A TEMPORARY!
POP mem	STACK POINTER UNTIL MEMORY OPERATIONS ARE FINISHED

FIG. 9F

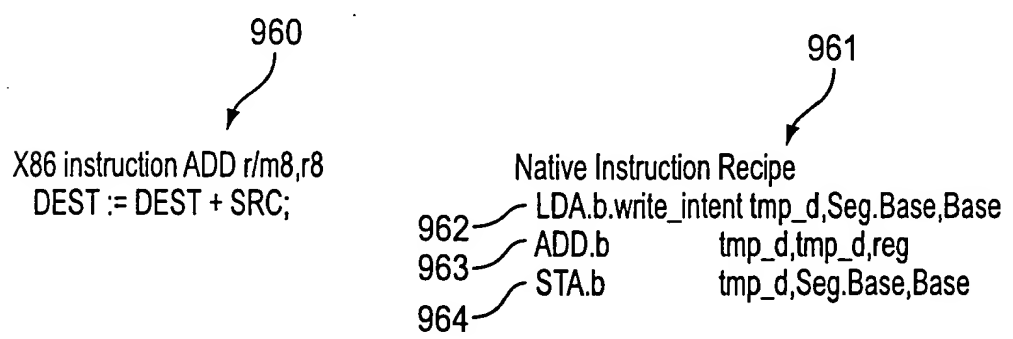


FIG. 9G

967  
X86 instruction CALL r/mX /\* near absolute call \*/  
IF target instruction pointer is not within code segment limit  
THEN #GP(0); FI; 968  
IF stack not large enough for a 4-byte return address  
THEN #SS(0); FI; 969  
Push(EIP);  
EIP := EIP + DEST;

FIG. 9H

976  
X86 instruction CALL re1X /\* near IP-relative call \*/  
IF target instruction pointer is not within code segment limit  
THEN #GP(0); FI;  
IF stack not large enough for a 4-byte return address  
THEN #SS(0); FI;  
Push(EIP);  
EIP := EIP + DEST;

FIG. 9I

980  
X86 instruction LOOP imm8  
Count := ECX;  
Count := Count - 1;  
IF (Count == 0)  
THEN BranchCond := 1;  
ELSE BranchCond := 0;  
FI;

IF (BranchCond == 1)  
THEN  
NextEIP := NextEIP + SignExtend(DEST);  
IF target instruction pointer is not within code segment limit  
THEN  
#GP(0); /\* ECX not modified \*/  
ELSE  
ECX := COUNT;  
EIP := NextEIP;  
FI;  
ELSE  
ECX := Count;  
Terminate loop and continue program execution at EIP;  
FI;

FIG. 9J

970  
Native Instruction Recipe  
LOAD.limit\_check r0,CS:reg\_d  
971  
972  
STOREDEC.X IP,SS,ESP  
JR reg\_d  
973

Native Instruction Recipe  
977  
STOREDEC.X IP,SS,ESP  
JR reg\_d  
978

981  
Native Instruction Recipe  
DEC.X ECX,ECX  
982  
CJNE ECX,r0,imm8  
983

00000000 00000000 00000000 00000000

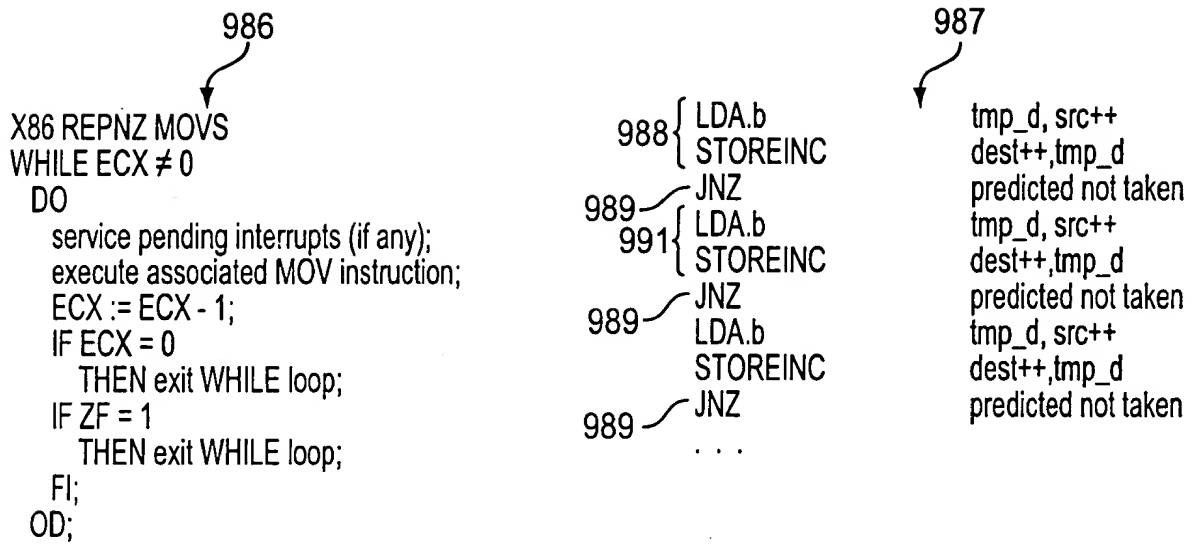


FIG. 9K